



ENDLESS LANDS

By Benjamín Aníbal Reyna

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*“Behind the forgotten diaphanous wall,
a twilight horizon is seen..”*

BEFORE YOU PLAY

Everyone needs to read this.

The Endless Lands

Where you go beyond the reach of the town, you find yourself at the rest of the region. When you have explored the whole region, there are still other regions to explore. When you have explored all regions of this world, there's another world you may find. And after visiting every world, there still are other planes of existence. When everything on these planes of existence is known to you, beings of greater power will always create new lands. But, at anytime, if you choose to go back, you will find the lands you visited before, changed to something new.

These are **The Endless Lands**, and if you want something, you may keep traveling until finding it.

You will venture into ancient lands of magic. You will journey through these lands, fighting threats that loom over things you cannot imagine. Maybe you will encounter treasures or death, maybe you will hear tales from past heroes' feats or maybe you will become somebody's tale.

There are those who live and die for war, there are Gods that have been forgotten, there is magic that has been forbidden. But remember, these are your group's Endless Lands and these do not have to be the same as other Endless Lands if you do not want to. And if you like, you may share your Endless Lands with others and live adventures on Endless Lands that have been shared with you.

Do you want to meet these places?

Why should I traverse The Endless Lands?

You may stay at home, on places you know, or you can visit places that make you feel something new: the tragedies of a fallen champion, the awe of the pathfinders, the triumph of those heroes who dare to face anything.

How do I traverse these Lands?

First you will need this book and copies of the Character's **Playbooks**. In this game, The GM does not have to know every rule. As long as everybody knows about the **Dice Rolls**, you can play. Over time, your group may need to read more, but for now, just a page is enough.

How do I control what is happening?

You alter, explore and create elements on the fiction by speaking, in a way everybody can hear you. If for any reason you can't speak, you will write or make yourself understand in your own way. Once you speak, it is considered that you *proposed something* and now is the turn for the rest to respond. Some may say 'I like it' or 'sure', some may say 'better think of something else'. Any ways, you **can't** control everything and sometimes, you need to perform a **Dice Roll**. You cannot ignore that all things you say ***always have to make sense within context and tone.***

If you are a Player

- You take control of a **Main Character**. Players make their characters act within their capabilities, as long as something does not interrupt their free will. Players also decide over their feelings, except when this is involuntary (like *feeling pain when hurt* or *fear when threatened*).
- You can't control or make changes on other person's character unless that person allows you to do it. Sometimes, you can take control of another character or propose something, but always respecting the **Dice Rolls** or with permission from others.

If you are The GM

- You take control of the rest: the characters not controlled by the players, the surroundings, the events in the world and the threats.
- Sometimes you will act on a **Main Character's** behalf when the **Dice Rolls** tell you to, like when they have a reflex reaction, act confused or just compelled to do so (like *coughing when breathing smoke* or *screaming when terrorized*).

What do I need to traverse The Endless Lands?

Find at least one mature friend. If you have more, better. Explain to them what The Endless Lands are, and ask them if they want to know them more. Explain to them that this may take two to four hours (*more* if they like), like seeing a couple of films or reading a book. Explain to them that they need to read one page at least (The Dice Rolls) and pay attention. Also, that they have to pretend that they are somebody else: *an adventurer on a fantasy world*.

Then, decide which one of you will be The GM. Everyone will have a **duty**. If they don't know their **duties**, read them out loud. To play, you have to accept them as responsibilities.

Everyone's Duty

- Fill in **The Contract**, schedule a time and day, and respect it.
- You have to take this seriously enough to make it *feel real*, but not seriously enough to *hurt the people that play with you*.
- You need to speak your mind and be open, but also you need to hear the rest of the group. All the things you say are always *proposals* (*even if not specified*). You always *propose* and let the rest accept, refuse or give another proposition. Sometimes, you will need to have a debate, like mature people do. You will need to pay attention to *what* others are saying, *why* they are saying that and *what they feel*. Because they are the characters but also, they are not.
- Follow the rules. You cannot change them by whim. They keep order and help you have this experience. If everybody wants to change something, then change it. But have in mind, that any change, will have an impact on the experience proposed by this book.
- Learn the **Dice Rolls** or do what those who have read tell you to do.
- Everyone needs some preparations, not only The GM: read again your notes, ask about the rules and **Variants**, think about the scenes to come and be ready to improvise when the situation demands it.
- You may have an idea of what is going to happen, but you can never be certain. You do not know the end of this story. If something needs to happen no matter what, it will happen in the first scene of the first session. The GM may create locations and characters, but it is the choices the Main Characters make what develops the story. Remember that one **Dice Roll** may change everything.
- The Endless Lands are not real life and aren't ruled by the same nature, but that does not mean that they do not have rules on their own.

Any voluntary's Duty

- You will need to bring this book and copies of **The Playbooks**.
- Bring something to write. For everybody.
- Bring several six-sided dice. At least four.

Players' Duty

- You will need to take a **Playbook** you like and choose from the prompted options (if you don't know what to choose, choose the first option).
- When you take action, you take action not only to *accomplish your character's goals* but also to *entertain everyone who is around*. If you are not *putting a good spectacle*, then, think again what you are doing. Make others like your character.
- When you speak, you will describe what your character tries to do based on what is happening on the surroundings and what the character is like. You may do it like an actor or like a narrator. To see the consequences of a character's actions, like if they fail or succeed, you will need to perform a **Dice Roll**.
- The Endless Lands are endless but that does not mean that there is not going to be an *obstacle in your way* or *limits of what you can be*. Understand that, do avoid wander aimlessly or create something that enters in conflict with the rest of the fiction.

GM's Duty

- Present **Encounters** and locations that you think may bring memorable scenes and always ask questions to the Main Characters: *"How does this make you feel?"*, *"What are you going to do about this?"*.
- Describe having in mind that characters perceive the Endless Lands through their senses and understand them through their past experiences. Things that may seem *hopeful* for someone, are *grim* for others. The Endless Lands can be seen, heard, tasted, felt and smelled, even perceived with the soul.
- Everything has consequences and they cannot be ignored.
- Think *"what could happen if..?"*. Then do it and see what happens. Put stakes, make bids to yourself, wonder about their fates. Allow yourself to be surprised.

What do I expect from The Endless Lands?

When you were a child, you wondered about some things you never experienced. That could be something plausible or something completely unreal. You put yourself in different situations, maybe even as another person. You thought of what *you could do*, what *others could do* and what the *outcome could be*. Then, you have spoken of it with others, and together, you wondered about those situations. This kind of moments happen to you up to this day.

Here, you will do the same, with rules that will help you achieve a certain experience, like all fictions: *films, books, video-games, plays*, etc. You know is not real, but you will try to make it *feel* real through the evocation of emotions and the respect of verisimilitude.

Still there are some things you do not expect and you will have to accept them:

- Things will change, you do not know exactly when or how. You may feel happy, sad, scared, angry or something else. If you don't like these feelings, you may *say it* and *stop playing for a while* or *stop playing at all*. You are not bounded to play like this.
- Others are having an experience with you. Everything you do will affect them. The best you can do is to make the experience better by playing in a way that everyone enjoys (and “*enjoy*” does not mean “*being happy all the time*”).
- Sometimes you will realize that not everyone is seeking the same experience and the game will have to stop. Someone may want to leave.

What kind of magic is in The Endless Lands?

All kinds of magic, but a Main Character may only control those written in their selected **Playbook**. The GM may use any kind of magic that, even enigmatic and mysterious, ***makes sense within context and tone***.

But, even if there is magic in The Endless Lands, it *works with its own rules* and make this world unique, not that *everything is possible*.

FICTION STRUCTURE

This is how fiction is organized.

Scene

A **Scene** is every situation on fiction that keeps almost the same characters, locations and time. When the location shifts abruptly, a lot of time passes or characters go away or are replaced, a **Scene** ends.

Campaign

A **Campaign** is the name of the sum of all sessions that belong to the same story plot. A **Campaign** ends when the plot ends or is abandoned.

Encounter

Encounters are **Scenes** with a set challenges, battles, dangers, obstacles, problems or conflict that commonly prompt a **Dice Roll**. When they are defeated, finished or avoided, the **Encounter** ends.

Downtime

Downtimes are lapses of time or **scenes** without any **Encounter**. They are no meant to be “played”, but rather solver with a brief narration or a ellipsis. Commonly, a good **downtime** is about half day, but they can be days, weeks or months. When an **Encounter** appears or you set off to a dangerous task or journey, **downtime** ends. You may use your **downtime** to:

- *Gather information about something in particular.*
- *Gather resources by working on something.*
- *Develop a particular project with your resources.*
- *Visit characters to speak with them.*
- *Rest and heal or wait.*
- *Journey through an almost safe way.*

When you need to spend a **downtime**, it must at least be half day but The GM may ask for more.

*"In the ephemeral enchantment,
We found an ethereal filament..."*



GAME PREPARATIONS

You need to follow these steps **in order**. This is extremely important, but you may go back later.

1st - The Contract

Everyone will read and fill **The Contract**. **The Contract** will define what kind of emotional experience and play-style you want for the **Campaign**.

2nd - The World Building

Once everyone has accepted what kind of experience everyone wants to play, you need to build a world that allows you to exploit this.

3rd - The Great Threat that looms

Once you know what this world is like, what kind of life lives here and how they live, you have to add the conflict, a threat that endangers everything and the true antagonist to all other characters.

4th - Characters & Playbooks

After you have defined the type of experience, the limits of the world and the conflict (and only after that), Players will choose their **Playbooks** and build the Main Characters that they will role-play whilst the GM will create the side-characters.

5th - Events & Bonds

Define each character's **Background** and their relationships.

How do I define all this?

There are three main ways:

- If you have an already developed idea for most points, bring them, explain them, fill in the details and answer questions. If everybody is fine with it, play. This is easier as you do not have to make the whole process with everyone.
- If you want to build things with everyone else, find a way to gather the group and discuss each point. Everyone proposes ideas and the rest accepts, refuses or gives another proposal. This takes more time, but grants more participation in the fiction's development.
- Use **Game Preparations** already defined by another person or group. This also could be the fantasy setting of an already existing fiction work.

THE CONTRACT

Check the boxes with what the group has accepted.

The Endless Lands are lands of adventure and exploration, define your expectations of the fiction. Everyone may propose anything, but once expectations are set and accepted, respect them or propose something else. It is expected that anything you propose ***always has to make sense within context and tone***. You can't ignore this. If you want, you may leave the game at any time. You may use another work of fiction as a reference or guide. This **Contract** is just a guide.

Scenes

We expect most scenes to be like these.

- Grim. Solemn. Horrific. Absurd. Humorous.
- Weird. Disgusting. Grieving. Joyful.

If you choose multiple, you may lose consistency.

Ways

When something happens, is expected to be:

- Grounded to reality. Grounded to reality but stylized. Over the top.

Focus

We expect the scenes pay attention specially to:

- The relationships between the characters.
- The lore of The Endless Lands.
- The surprises and dangers of The Endless Lands.
- The Paths of The Main Characters.

If you choose multiple, you may lose focus.

Magic

- Magic and supernatural things are uncommon, unknown to most.
- Magic and supernatural things are part of everyday life.

WORLD BUILDING

Essential traits of The Endless Lands

When you build the world, you need to always respect this:

- There are intelligent creatures on this world. They could be human or at least, very close to human. They don't need to be called "humans". Main Characters will be humans or human-like creatures.
- Magic exists. It can be forbidden, forgotten, unintelligible or whatever you like, but it exists. Still, even if there's magic, it has its rules, not everything is possible.
- Gods exists, or at least, god-like beings. At least, there is still one "alive". Gods can be forgotten, weak, ignored, doubted or almost extinct but they exist, even if the characters are not sure. Also, there are prophecies and myths.
- This world is ancient and still uncharted. Many have lived and died, most forgotten. Technology never develops to a point where swords are unnecessary. There are still civilizations and most people live within them.
- Death is not the end: ghosts, spirits, realms for the dead, reincarnation, resurrection... All of this is real, even if unknown.

Essential questions

To create the game world, the following elements must be defined:

- **LOCATION:** What is the central region where this story will take place like? What is known about what exists beyond the border?
- **COSMOGONY:** Which is the main origin myth of this world? How did this region come to be what it is?
- **HISTORY:** Which was the most significant event in this region?
- **ORDER:** What governs this region? What are the main rules of this place?
- **MYSTERIES:** What is still unknown?

The Map

Map stays uncharted until visited. Draw a starting location and add points of interest as the group advances through it.

THE GREAT THREAT THAT LOOMS

There is a *Great threat that looms over The Endless Lands*. This threat is defined by The GM, but that does not mean that The Main Character's players cannot propose different possibilities.

The Great Threat

The *Great Threat that looms over The Endless Lands* is impossible to defeat once it has fully manifested in this world, but it can be stopped before it succeeds. It is the central antagonistic force from which the rest of the threats emerge. For example:

- *The Return of a Dark Forgotten Deity.*
- *The Prophecy of The End of Everything.*
- *The Breaking of The Cycle of Life and Death.*
- *The Unraveling of The Threads of Time.*
- *The Juxtaposition of All Planes of existence.*

Major threats

Major Threats are entities and situations caused by the **Great Threat** and influence aspects of the daily life of entire regions. For example:

- *The manifestation of terrible titans.*
- *Wars between civilizations.*
- *Plagues of hunger, madness and disease.*
- *Landscape-changing cataclysms.*

Close threats

Close threats are tangible enemies and problems that directly affect the Main Characters and characters that are close to them. Most dangerous **Encounters** are made up of these **Close Threats**. It is what the Main Characters face more often. For example:

- *Monster attacks.*
- *Raiding of enemy troops.*
- *Lack of important resources.*
- *Dangerous weather.*

CHARACTERS & PLAYBOOKS

How do I create a Character?

It's not that difficult.

If you are a Player

- Take any **Playbook** you like. Your character is human or at least a human-like creature as the ones defined during **The World Building**.
- Complete the blank spaces and make choices when prompted. Some traits start checked. If you need to choose something from several options and you are not sure what option to choose, choose the first option always.
- Define details or leave them blank or open-ended to be filled by the group when needed.
- Do not introduce the character when it is completely finished, rather, show the choices you are taking and let others propose changes. Before the first scene, introduce your Main Character again in a way you feel comfortable.

If you are The GM

- Do whatever you like as long it *makes sense within context and tone*.
- If a certain important character is already known to the Main Characters (as for example, if they are famous, old friends or sworn enemies), remember to introduce them before the first session. Also, you may ask things like “*What does your character think about this character?*”

Playbooks

Playbooks are sheets with the archetypes of Main Characters you can play. Playbooks are *unique* (there can be many warriors, but just one **War Vanguard**, there can be many sorcerers but just one **Archmage**). These are not meant for The GM, but rather, the players. There are eight **Playbooks**:

Quick-start Playbooks

These are more accessible **Playbooks** to use in your first playing sessions:

- The **Accursed Monster** is a character with an extensive repertoire of skills and advantages, but has strong disadvantages that you must deal with.
- The **Genius Artificer** focuses on the use of objects, gadgets and inventions. You can perform discoveries that will radically change the civilization in which you live.
- The **Pact Sorceress** is a versatile character who can use a large number of resourceful and aggressive magic effects and can control undead companions.
- The **Dark Stalker** is criminal-turn-hero that has access to several tools and skills to avoid problems and battles. Depending on how you are playing it, you may need to pay attention to crafting rules.
- The **War Vanguard** is a warrior and battle survivor specialized in combat. When playing this character you will commit to violence to achieve your goals, but also you have to be smart and choose the right battles.

Advanced Playbooks

These are more complex **Playbooks** that you may want to play when you have gathered more experience in Endless Lands or role-playing games in general.

- The **Archmage** is a spell-casting oriented character. To play it, you need to pay a lot of attention to the spells and how they work. It will take time and it will become more difficult as **The Archmage** becomes stronger.
- The **Chosen One** is a pilgrim saint who has a code of behavior that she must follow, but in return she is granted with special favors from The Deity. You need to create a Deity and play as a virtuous person.
- The **Wild Outsider** is dual **Playbook** in which you control two characters **The Outsider** and **The Beast**. Depending on how you play it, you may need to pay attention to complex spell-casting.



***“The incandescent and iridescent lights
drove away the nebulous darkness...”***

EVENTS & BONDS

Events

Each **Main Character** chooses an **Event**. You caused it or you were the center of it in some way. At least one of the other **Main Characters** knows about it.

Enigma

Describe a mysterious and enigmatic **Event** that hides a truth about The Endless Lands.

Prophecy

Describe a portentous **Event** that will change The Endless Lands for better or worst.

Crime

Describe an unlawful **Event** that has helped something at the expense of something else.

Danger

Describe an **Event** that almost caused the end of something good.

Task

Describe a hard **Event** that required a lot of effort to accomplish.

Battle

Describe an **Event** of war and violence, triumph or defeat, on The Endless Lands.

Rite

Describe an **Event** that was watched by Deities and those who transcended The Endless Lands.

Cosmogony

Describe the **Event** that created this world in The Endless Lands.

Then, everybody will choose an option, about what their characters think about the **Main Character** that has described the **Event**: *Rancor · Interest · Love · Rivalry · Friendship · Respect · Fear · Debt · Worries · Servitude · Admiration · Despise · Suspicion · Trust*

The Alliance

The **Main Characters** start the game as a group, they know each other and know their capabilities, they have been together through this journey until this point. Choose a reason to stay together, it does not have to be the same for everybody:

- **SURVIVAL**: There's no way everyone survive this journey by themselves. You have to work together.
- **FELLOWSHIP**: You are friends and comrades, you may have differences, but not enough to fell apart.
- **DESTINY**: It was meant to fate to be together, you wanted or not, your paths always cross.

Relationships

Write down **The Events** chosen and the **Relationships** between characters. To resolve a **Relationship** you must have an **Encounter** or a **downtime** between those characters. These are your options:

- Spend a **downtime** together, describe what you are doing and why. Explain how this causes a conflict that results in an **Encounter**. Also, you may ask The GM to set a **Encounter**. After the **Encounter**, all participants, gain +1xp.
- After an **Encounter**, explain how this **Encounter** has changed your perception about another character. Then resolve this **Relationship** and transform it into another **Relationship**. Gain +1xp.

First scene

The GM may introduce the first scene in any way, but it is recommended one of the following:

- Start with a short introduction and an abrupt **Encounter**, which will allow to introduce their characters through their capabilities in a dramatic entrance. After the **Encounter** they may ask any questions they like, The GM will answer in the limits of their perception or knowledge.
- Speak of a legend or the lore of a place, then introduce them to this place as newcomers (maybe they have visited this place before, but is different now). Let them exchange words with the characters and share activities with them, before stating the threats.



***“A balance was born
between freedom and peace...”***

MAIN CHARACTER TRAITS

Attributes

Each Main Character has three Attributes that comprise all the main traits you need for an adventure.

- **HARDINESS:** this Attribute is your strength and endurance, as well as your ability to act frontally and directly.
- **GRACE:** this Attribute is your dexterity and precision, as well as your ability to act discreetly and indirectly.
- **ARCANE:** this Attribute represents your affinity with magic and in interacting with magical elements.

States

The GM may ask a Main Character to check a State on the result of a Dice Roll or some another outcome. These are hindering conditions: for each State you have checked, roll one die less for your Dice Rolls (min. 0). You may remove a State by solving the *needs* (you may spend a **downtime** and describe how you solve your *needs* or perform some special action during an **Encounter**):

- **Wound** (needs *resting with medical treatment* or *magical healing*)
- **Disease** (needs *resting with medical treatment* or *magical healing*)
- **Fatigue** (needs a *short rest*)
- **Poison** (needs *the right antidote* or *magical healing*)
- **Dispirit** (needs *to restore hopes and morale* or *good amusement*)
- **Fury** (needs *vengeance, complete calmness* or *commit to violence*)
- **Fear** (needs *proof of reassurance, complete calmness* or *running away*)
- **Curse** (needs *sacred blessing, accomplish the hexer's will* or *to stop the hexer*)
- **Restrain** (needs *unleashed with aid*)

Paths

The Main Characters share the same goal: *to stop the great threat that looms*. But, even if they want the same, they may have different **Paths** to follow. This **Path** comes from their **Background's** life choices and experiences. It shows how they will overcome obstacles and how they will choose when they have to make hard choices. **Paths** aren't strict and it could happen that characters that share the same path, may think differently and lead to disputes. To defeat the **great threat** you may need to make some sacrifices, the **Path** will show you which things need to be sacrificed before others. You are not *evil* in any ways, you just have a different perspective. Evil characters are always antagonists. You can have any personality you want as long you respect your **Path**.

Some events, revelations and choices may make you to change your **Path**. If you want a **Path** that is not in your **Playbook**, you must change your **Playbooks**.

Level & Experience

Experience points (xp) represent the sheer amount of events that have affected the Main Characters. All Main Characters start as Level 1. You gain +1xp each time you:

- Resolve your **Dice Roll**.
- Change your **Relationship** with another Main Character.
- You take a tough choice following your **Path**.
- Something makes you change your **Path** or **Playbook**.

During a **downtime**, spend 6xp to **Level Up** and unlock an **Advancement** from your **Playbook**. This happens simultaneously with your other **downtime** actions, but you emerge changed. **Advancements** are new traits that help you. When you **Level Up**, you may change your **Appearance**. You may add a *scar*, a *tattoo*, a *mark* or just change your *clothes* to show how you have changed inside, from outside.

Your limit is Level 6, but, if you reach Level 6 and 6xp, during the next **Downtime**, your character reaches a point where she is retired from the game. Describe how it happens: *A Chosen one may become a lesser god, an Archmage may traverse to another plane*, etc. It's not the end of that Character's story, but rather, the end of that Character's story on these Endless Lands. When the character retires, try another **Playbook** and bring a new Main Character or use the same **Playbook** at level 1 as a character that is a successor.

Knowledge & Techniques

Sometimes, you will need to perform tasks or actions that require some kind of specialization, as for example “*craft something*”, “*use something*” or “*understand something*”.

If it's *common knowledge*, just ask, the GM will explain.

If it's *not common knowledge*, but it's something that you may have learned with your chosen **Background**, just ask. The GM will explain it you or at least, tell you a story about it. If not, The GM will tell you *where you can get that knowledge*.

Some of these tasks may require certain tools, certain materials or a certain amount of time and dedication. You need to have those to perform the action.

Interesting things you can ask:

- *Where has this came from?* • *Does this have a secret meaning?*
- *How can I craft something like this?* • *What can I use this for?*
- *How can I do this safely?* • *How can I make it better?*

When The GM answers, answers must be honest, but that does not meant that they have to be true: *you may be limited by your perception, facts may change, characters may have different perspectives about a topic or there are things that are not revealed to anyone*. The GM may always ask “*how do you get that knowledge?*” before answering.

If you play with the **Skirmish variant** and there is an opponent you may have information on, you may ask the GM about the exact amount of **HP** and **damage** per trade it deals. If the GM considers it inappropriate, at least she should reveal how dangerous it is compared to your present condition.

Appearance

Other characters perceive the Main Characters as *Reliable, Attractive, Imposing, Discreet* or otherwise, depending on their **Appearance** at first glance. But their **Relationships** can change depending on the actions of the characters.

- *Reliable characters are often seen as loyal and honorable.*
- *Alluring characters gather attention for their charisma.*
- *Imposing characters gather attention, but are intimidating.*
- *Discreet characters generally do not gather attention.*

Relationships & Persuasion

Players never roll dice to convince others. If they want something, they must present some of the following:

- *Show convincing proof that what you say is true.*
- *Accept and complete a task for them.*
- *Trade something that they see as of same value.*

If they can't, then there's no way to change their minds.

Advantage

Advantage means that The **Main Character** that are acting (or the group) has some kind of significant, important and decisive trait, condition or situation that helps this **Dice Roll**. For example:

- *The moment you ambush and surround an enemy with a surprise attack.*
- *Use a special and unique tool specially made for this situation in particular.*
- *The enemy has a particularly strong weakness against what you are doing.*

It must be something that **adds** to your possibilities, not something that is entirely needed to the task (ignore things like using a *sword to fight*, a *torch to light up the place* or a *lock-pick to open a door*).

Load outs

When you choose your **Load out**, you have it and you know how to use it. **Load outs** are equipment in which the characters are trained to use and that which they use more frequently. Is their signature weapons and protection. Depending on each character, if you battle using the **Skirmish variant**, you trade more damage with your **Load out** (2 damage), instead of anything else (if you don't use your **Load out**, you trade 1 less damage).



*“A myriad of radiant stars
bloomed in the solemn firmament...”*

TREASURES

Treasure

The world has different types of goods. Your entire group starts with goods that may be worth (6) Treasures total (you don't need to define them until it is necessary). You may use tokens to keep track. Use **Treasure** as a standard measure for something's worth.

Things that may be worth one **Treasure**:

- *A month of humble food and lodge for your entire group.*
- *One of the best celebrations you may have in your life.*
- *An exotic and interesting gift for nobility.*
- *Repair and have maintenance on the group's equipment.*
- *A magical item, but nothing unique or legendary.*
- *A bag of gold coins.*
- *A new special weapon with peculiar traits.*
- *The prison bail for a forgettable crime.*
- *A too tentative bribe, too hard to reject for common-folk and guards.*
- *A savage creature's stash of trinkets.*
- *Paying some unscrupulous common-folk to murder some lesser target.*
- *A thank-you gift for a healer that saved your life.*
- *Specialized tools of great quality.*
- *A magical scroll with a powerful sealed spell that burns itself after using it.*

Things that may be worth two **Treasures**:

- *A decent bribe for minor complications for the governor.*
- *A tribute to pacify an ogre chieftain.*
- *A humble house to endure winter.*
- *A warhorse.*

Things that may be worth too much **Treasure** to sell or buy, but they can be traded one for another:

- *The crown of an ancient king.*
- *A sword of legend.*
- *The gold bed of a dragon.*
- *A fortified castle or mansion.*



***“The symphony was serene but sublime,
they were vestiges of the ancient ages...”***

SETS & VARIANTS

Variants are sets of optional rules that radically change the type of experience. This will affect everything.

Variants that say “*shared*” prioritize sharing the narration and control of the fiction between the group. Variants that say “*challenge*” are more traditional and set most of the fiction’s control (outside the Main Characters) to The GM.

You may use the rest of the Variants in any way you choose, but the following sets are recommended:

Beginner’s Set

If you almost never played a role-playing game or these are your first sessions with **Endless Lands**, use the **Shared Resolution Variant**, the **Character Intelligence Variant**, **Epilogue Variant (Shared)** and the **Persuasion Variant** for your first session. This will allow the group to gain confidence and start describing easily. Also it may help everyone to prepare for becoming a GM or at least to better understand that role.

Author’s Game Set

This is the set that better shows the role-playing game, as the more essential experience. Use always the base **Resolution** for the **Dice Rolls** that are meant to inspire danger, fear, sorrow and action. Use always the **Shared Resolution Variant** for the **Dice Rolls** on scenes that were set to explore the relationships between characters or scenes that are meant to be calm or more joyful. Use the **Health Variant** and the **Skirmish Variant** together always but only for battles that are meant to be the climax of the session. Then use every Variant in the book *except* for: **Character Intelligence Variant**, **Epilogue Variant (Shared)**, **Exploration Variant (Shared)**, **Fantasy Token Variant**, **Investigation Variant**, **Magic Variant (Shared)** and **Persuasion Roll Variant**.

Dungeon Crawling Set

Use this set for more traditional games based on confined spaces, scavenging and small scale battles. Use the following Variants: **Health variant** together with the **Skirmish variant**, **Companions variant**, **Crafting variant**, **Investigation Variant**, **Team Challenge variant** and the **Persuasion Roll Variant**.

Intrigue Set

Use this set for games centered around romance, treason, diplomacy and command of troops. Use the following Variants: **Companions variant**, **Epilogue variant (Shared)**, **Exploration variant (Shared)**, **Fantasy tokens variant**, **Investigation Variant** and **Magic variant (Shared)**. Use only the **Persuasion Roll variant** for minor or lesser Encounters.

Dark Set

Use this set for games with a grim, violent and horrific nature. Use the following Variants: **Crafting variant**, **Epilogue variant (Challenge)**, **Magic variant (Challenge)** and **Team challenge variant**. Use **Health variant** but you can’t never escape from death. Use only the **Skirmish variant** for battles that the GM knows that could be won.

One-night Set

Use this set for more relaxed game experience meant for only a few hours or sessions with almost no preparation, as within the context of a party. Use always the **Shared Resolution variant** for the **Dice Rolls** and use the following Variants: **Crafting variant**, **Epilogue variant (Shared)**, **Exploration variant (Shared)** and the **Persuasion Roll variant**.

DICE ROLLS

Resolutions: Understanding the hyperbole

When someone rolls the dice, the scene is going to change in a radical manner. You do not roll when results are obvious, of marginal effect or something anyone could ignore. Before asking for a **Dice Roll**, ask yourself: “*What is the worst that could happen?*” and “*What is the best that could happen?*”, but it *always has to make sense within context and tone*. Then, after the **Dice Roll**, if something bad has to happen, take the *worst* that could happen, and *make it slightly better*. If something good has to happen, take the *best* that could happen and *make it slightly worse*. Describe it.

The GM never performs **Dice Rolls**.

Two types of **Dice Rolls** can occur:

Action Rolls

The GM sets a challenge, obstacle or threat for the Main Characters. They explain how they will face this and then The GM will choose the most significant **Attribute**, based on the action. Then, they will roll an amount of dice equal to the value of the chosen **Attribute**. If you are exploiting a significant **advantage** at your favor, roll one additional die.

Trigger Rolls

The GM sets an instant threat for the Main Characters. The GM will choose the most significant **Attribute**, based on the reflex reaction or natural immunity that the characters would have. Then, they will roll an amount of dice equal to the value of the chosen **Attribute**. If you are exploiting a significant **advantage** at your favor, roll one additional die.

HITs

Each die resulted in (4), (5) or (6) are HITs.

Challenge Resolution

Depending on the amount of **HITs**, the GM will describe a different outcome.

- (0) The action results in a complete disaster, the worst that could happen.
- (1) The action will succeed, but at a significant cost or sacrifice.
- (2+) The action not only succeeds, but also causes an outstanding effect. The best that could happen.

When an action resolves in an unwanted way (such as a disaster), it does not mean necessarily that the “*character fails what she is trying to do by incompetence or mistake*”, but rather that the *opponent surpassed them*, there was *something that they did not knew about* or that a *new problem arises*. Main Characters do not just make “*silly mistakes*”.

Competition rolls

When two or more Main Characters compete, they roll an amount of dice equal to the value of the most corresponding **Attribute**. The one character who obtains more **HITs**, chooses the fate of those who do not gather that amount of **HITs**. In case of tie, they are engaged for a while, and then re-roll.

HEALTH VARIANT (CHALLENGE)

All characters have 6HP maximum (6 Hit Points). HP is not exactly your health, but rather *how many blows you can take from your opponent before you are defeated*. You lose 1HP per **damage** received. **Damage** can be reduced with protection (like *cover, armor, shields* and else) only if makes sense (*wearing armor won't stop you from asphyxiating in miasma*). If you take a **downtime**, at least half-day, recover all **HP**, but not from any of your **States**. When you lose all **HP**, you fell in combat and you have to take one option:

- **Left for dead:** the enemy abandons you at your luck, thinking you are doomed. The GM describes how you find something that helps you or someone finds and helps you. Eventually, you will recover, but time has passed.
- **Taken prisoner:** the enemy finds a way to control you, either by capturing you or by playing with your mind. The GM explains what plans they have for you, but there's a chance to escape or being rescued.
- **Martyr's death:** upon death, you find a way to attack at the expense of your life. The GM describes how you bring down your enemy, but you die after that. During the next **downtime**, bring a new **Main Character**.
- **Deal with death:** you come back from death changed. The GM may change you your **Playbook** without restriction.

Receiving **damage** does not always mean that you have to mark a **Wound**. **Wounds** are reserved for more painful and grievous injuries.

Also, sometimes you have to understand that *you can't escape from death* when it *does not make sense within context and tone*.

SKIRMISH VARIANT (CHALLENGE)

On a battle, The GM will define the battlefield and the positions of the characters in it. Then, each Main Character will describe how they will defeat the enemy. Depending on the action, you will roll an amount of dice equal to the value of the main **Attribute**: You may use **HARDINESS** for *heavy* or *versatile* weapons or **GRACE**, for *light* or *versatile* weapons. If the weapon is *magical*, you may use **ARCANA** instead. After the **Dice Roll**, you may take one described option per **HIT** obtained. You always trade **damage** (you deal the set amount of damage and receive the opponent's set amount of **damage** simultaneously).

HARDINESS

- Deal (1) additional **damage** if your opponent does not wear armor.
- If you can block or soak the damage, receive (1) less **damage**.
- You take the vanguard, you take all **damage** instead (directed to others) until you forfeit the position.
- If your weapons is fitted to do it, break your opponent armor or shield.
- Seize something by force and hold your position.

GRACE

- Deal (1) additional **damage** if can you attack the weak point.
- If you can dodge the attack, receive (1) less **damage**.
- Reveal a weak point on your opponent, if there's any.
- You do it quickly and also, deal your **damage** first.
- If you are hidden, stay hidden.

ARCANE

- Deal (1) additional **damage** unless the opponent is resistant to magic.
- If the opponent attacks with magic, receive (1) less **damage**.
- Apply the special magical effect of this weapon, if there's any.

Not all battle's goals are to trade damage until one falls. Sometimes you need to *defend someone or something, capture someone or something, survive someone or something...* You may retreat instantly from a fight, but in that case your opponents always accomplish their set goals.

CHARACTER INTELLIGENCE VARIANT

If you don't want to depend on the player's cognitive skills but rather on the character's mind to surpass obstacles, then on each **Encounter** or **downtime**, the player may *take a time to think* and roll two dice. For each **HIT**, the player may take an option and the GM will describe:

- The GM will describe what your common sense tells you.
- The GM will grant you with an special useful idea.
- The GM will tell you what your character feels is the best course of action.
- The GM will tell you something important you remember.
- The GM will tell you what you should pay attention to.
- The GM will tell you how to solve a puzzle or riddle.

COMPANIONS VARIANT

Companions are Characters controlled by The GM that aid the group in your quest.

- **Companions** do not have a **Playbook**. The GM defines the traits. But they may gain a **Playbook** as a replacement character, if a Main Character dies, disappears or retires.
- **Companions** may have their own goals (not necessarily defeat the great threat) and their own **Paths**. **Companions** may demand: *treasure, protection or respect*, at the GM's discretion.
- When they act on their own, roll one die if its something in their capabilities. Roll two dice if its something that they excel at. Roll none if its impossible to them. The Main Characters do not gain **xp** for their rolls.
- **Companions** do not have **HP**, but rather are completely destroyed or temporally unavailable (at GM's discretion) when they receive a bad resolution.
- If a **Companion** helps a Main Character with a trait they excel at (as for example, fighting together), it's considered that they have the advantage and nothing else (they do not cause more **damage** or re-roll).
- When a **Companion** is asked something that they may see *unacceptable*, they have to persuade the **Companion**.
- **Companions** aren't usually as strong as the Main Characters are. They are frequently employed with one particular task. They may be: *trackers, carriers, mercenaries, pathfinders, thieves, priests, wizards, etc.*

CRAFTING VARIANT

To craft something, The Main Character must have an according **Background**. You must explain exactly what you want to accomplish. The GM will set you any amount of conditions:

- You need to spend (x) **downtimes** on it.
- It works under certain circumstances.
- You can produce it but with a weaker effect.
- It has a weakness, side effect and/or limited use.

EPILOGUE VARIANT (CHALLENGE)

For this **Variant**, The GM should set a time limit, it could be a limited hours of game or a number of sessions (for example, if this is a one-shot session). When The GM considers that the story has come to an end, The GM recounts the following conditions and marks them:

- The Threats have been sealed forever.
- Most of those who were in danger, are saved.
- Most of the things that have been lost may be restored.
- The great secrets have been revealed.

Depending on the amount of accomplished conditions, The GM will give a different **Epilogue**.

- (0-1) **Bad Ending**: the outcome of things is dire, grim and grave.
- (2) **Hopeful Ending**: sacrifices are needed to be done in the future, but there is still good things to come.
- (3) **Good Ending**: things are getting better than ever.

EPILOGUE VARIANT (SHARED)

When The Group feels that this Journey has come to an end, everyone will silently remember the campaign and then answer:

- *Which was your happiest memory of your Journey?*
- *Which was the most grim memory of your Journey?*
- *Which were the strongest changes you had in yourself?*
- *Have you chosen your fate already?*
- *Is there still something you want for yourself?*

Then, they will explain how they will try to live the rest of their lives. Once everyone has shared their plans, they will tell a story of how their character's stories end.

EXPLORATION VARIANT (SHARED)

During a journey or exploration over an uncharted zone, The GM will ask you to roll an amount of dice equal to the value of the **GRACE** of the character in the front-line. If this place is magical, the character may roll **ARCANE** instead. For each **HIT** obtained, the character's player may choose an option:

- You choose and describe the location, within coherence. The GM gives the details of the rest.
- You choose a threat or obstacle, within coherence. The GM gives the details and the rest.
- You choose and describe a treasure. The GM gives the details and the rest.
- You encounter someone you know or are searching for. The GM gives the details.

FANTASY TOKENS VARIANT

Change the **Dice Roll's Challenge Resolution** to this:

Depending on the amount of **HITs**, the GM will describe a different outcome:

(0) The action results in a complete disaster, the worst that could happen. If the character's owner does not want this outcome, The GM may offer to forfeit this outcome, transforming it into a success and taking one **Fantasy Token**.

(1) The action will succeed, but at a significant cost or sacrifice. If the character's owner does not want this outcome, The GM may offer to forfeit this outcome, ignoring the cost and taking one **Fantasy Token**.

(2+) The action not only succeeds, but also causes an outstanding effect. The best that could happen. The Character's owner may transform this outcome into a complete disaster and gain one **Fantasy Token**.

For managing **Fantasy Tokens** you may use coins, poker chips, dice, cards or anything that helps you keep count easily.

Fantasy Tokens may be spent to activate certain effects depending if you are The GM or not.

Fantasy Tokens for Players

Spend one **Fantasy Token** to:

- Gain 1xp instantly.
- Before or after a **Dice Roll**, the action is considered as if you have obtained (2) **HITs**.
- Gain an epiphany. Ask The GM about an element in your surroundings. The GM must answer with honesty.
- Negate one GM's **Fantasy Token** effect. The effect cannot be taken again during this session.
- Take off any **State**, you gain immunity to that **State** until the next **downtime**.

Fantasy Tokens for GMs

Spend one **Fantasy Token** to:

- Resurrect one fallen character of your choice (set HP to 2).
- Exterminate a side-character instantly.
- Negate one Player's **Fantasy Token** effect. The effect cannot be taken again during this session.
- Before or after a **Dice Roll**, the action is considered as if you have obtained (0) **HITs**.

INVESTIGATION VARIANT

When you use a **downtime** or **Encounter** to gather information, explain how you will try to obtain it. Then, you will roll an amount of dice equal to the main

Attribute used:

- **HARDINESS**: intimidate or torture someone.
- **GRACE**: spy others or ask with subterfuge.
- **ARCANE**: research on libraries or documents.

Then, for each **HIT**, you may ask one question (as the ones in **Knowledge and Techniques**), the GM (or the GM's characters) must answer honestly. After that, the **downtime** or **Encounter** ends.

MAGIC VARIANT (CHALLENGE)

When you **conjure a spell** or **cast a miracle** with an effect not determined on your **Playbook**, The GM may refuse or allow you to perform a **Dice Roll (ARCANE)**, but The GM will set the following traits:

- The potency of the effect.
- The duration of the effect.
- The side-effects.

MAGIC VARIANT (SHARED)

When a Main Character **conjures a spell** or **casts a miracle** with an effect not determined on your **Playbook**, The GM will ask to perform a **Dice Roll (ARCANE)**. For each **HIT** obtained, The Player choose an option.

- Define the potency of the effect.
- Define the duration of the effect.
- Define the side-effects.

Options not chosen by The Player, are chosen by The GM.

TEAM CHALLENGE VARIANT

If everyone in the group works together, they must explain how they act. Roll one die per condition met:

- You cooperate and move helping each other with the same exact goal.
- Everyone is using an **Attribute** with a value of (2+).
- The group is exploiting an **advantage**.
- This has been planned.

Then, one person in the group is chosen to roll the dice. Depending on the amount of **HITS**, a different outcome is described:

- (0) The action results in a complete disaster, the worst that could happen.
- (1) The action will succeed, but at a significant cost or sacrifice. The group may choose who are the ones that have to pay it.
- (2+) The action not only succeeds, but also causes an outstanding effect. The best that could happen.

PERSUASION ROLL VARIANT

If you want to resolve intimidation, seduction, diplomacy, deception and all types of persuasion through **Dice Rolls**, The GM will choose an **Attribute**:

HARDINESS

- You use strength to prove your point or show yourself fit and unflinching.

GRACE

- You want to deceive, distract or avoid certain element of truth.

ARCANE

- You want to persuade someone to share your form of magic or a magical creature.

Then treat this as any another **Dice Roll**. If you have solid proof or an according **Background**, consider it an **advantage**.

SHARED RESOLUTION VARIANT

Instead of using the base **Resolution** for **Dice Rolls**, use the following: Depending on the amount of **HITS**, there will be a different outcome.

- (0) The outcome will be completely described by The GM.
- (1) The GM will set a condition, but the outcome will be described by the person who rolled the dice.
- (2+) The outcome will be described by The Character's owner.



*“This impalpable quintessence
was a nexus linked to the labyrinth...”*

ENCOUNTERS

Encounters are **Scenes** with a set challenges, battles, dangers, obstacles, problems or conflict that commonly prompt a **Dice Roll** (*it's not always a fight*). When they are lost, finished or avoided, the **Encounter** ends and it is the start of a **downtime** or another **Encounter**.

The sample **Encounters** on this section are meant for a group of 4 Main Characters.

If you aren't using the **Skirmish Variant**, you may ignore the **Damage** and the **HP**.

ENCOUNTERS CREATION

When an **Encounter** is set, The GM must define these traits.

- *Why is it dangerous?*
- *What does it want?*
- *How does it looks?*

Encounters have a basic *description*, that it is not meant to be read at loud but rather to understand the **Encounter**. "(...)" is set to wait for Main Characters answers. Also, **Encounters** come with a list of questions, that aren't meant to be read out loud, but rather to set the **stakes** of the **Encounter**. The GM sets these **stakes** to see what will happen.

ENCOUNTERS (SKIRMISH VARIANT)

If you want to set a quick battle using the **Skirmish variant**:

- **Duration (Encounter's HP)**: if you want a brief **Encounter**, set the **HP** to (2) per Main Character. If you want a short **Encounter**, set the **HP** to (4) per Main Character. If you want a long **Encounter**, set the **HP** to (6) per Main Character.
- **Danger (Encounter's Damage per trade)**: if you want an easy **Encounter**, set the **Damage** to (1) per trade. If you want a challenging **Encounter**, set the **damage** to (2) per trade. If you want a dangerous **Encounter**, set the **damage** (3) per trade. If you want this to be lethal, set the **damage** to (6) per trade.

HP is not the health of each individual, but rather the whole amount of the enemies. When HP is lowered, their numbers fall.

Ambush in The Roads

(2) **Damage** per trade for The Band of Highwaymen, (16) **HP**.

"A tree falls and the road is blocked. (...) The robbers holding knives and swords jump from the shadows and try to surround your group. (...) They claim that if you leave your belongings in the ground, you will pass with no harm, explaining that they don't want to starve. (...) If you accept their demands, they will release the hostages with no further blood shed."

- **Ask**: *How will you pass through the blockade? How will you fend off from the bandits? What kind of deal you can arrange with them? Who leads them?*

Assassin's contract

(6) **Damage+poison** per trade for The Assassination Group together, (12) **HP**.

(2) **Damage+poison** per trade for each one of them by themselves, (4) **HP**.

"They followed you here, the three of them look menacing and it seems that they have surrounded you. (...) Something bursts and releases a curtain of poisonous smoke. (...) One of them wears the garments of a dark god, the other is looking down to you from the ceiling and the one who is blocking your way out is definitely big. (...) They brought a weapon specially made it to be used against you."

- **Ask**: *Why are they looking for you? Is there some deal that you can make?*

Crawlers in The Darkness itself

(1) **Damage+frightened** per trade for The Crawlers (16) **HP**.

(1) **Damage+frightened** per trade for The Shadows (4) **HP**.

"You enter the dark and silent caves. From the shadows they move to surround your group, they emerge from each gap in the stone and crawl out from the walls. (...) They try to grab you and drag you to the dark. (...) The darkness engulfs the torches and fades them into nothing. (...) Once they flee, the shadows themselves appears solid as they were sharpened flesh."

- **Ask**: *Can you avoid the ambush? How will you see them? How will you fend them off? How are you going to defeat something made of shadows?*

Crimson chamber

(2) **Damage** per trade for The Vampire Lord, (8) **HP**.

(3) **Damage** per trade for The Vampire Lord in dire-wolf form, (6) **HP**.

(0) **Damage** per trade for The Vampire Lord in bat swarm form, (8) **HP**.

“The mistress elegantly bows and explains that she has no intention to fight, but rather to invite you to become one of her kin, under her command, (...). She won’t allow you to leave so easily and starts wielding the power of the red magic in her hands. (...) Brought down, she does not accept defeat and shape-shifts into a fierce dire-wolf. (...) She won’t let you reduce her to ashes, becoming a swarm of bats and tries to fly away.”

• **Ask:** Will you accept her offer? How will you use her weaknesses against her? Can you stop her from shape-shifting? How are you going to stop her retreat?

Cursed Castle’s gates

(2) **Damage** per trade for the Twin gargoyles, (6) **HP** each one.

“The entrance is blocked by enormous closed gates with runic inscriptions. (...) A screeching sound is heard and the gargoyles eyes’ shine as they open their wings and start flying in circles. (...) They swoop down with their halberds using the full weight of their stone bodies.”

• **Ask:** How can you pass through the closed gates? How can you differentiate them from the common, unmoving gargoyles? What do the inscriptions say? How will you make the gargoyles descend from their flight? What kind of spell controls the gargoyles?

Dragolich’s possession

(3) **Damage+poison** per trade for Dragolich, (12) **HP**.

(1) **Damage** per trade for The Master, (6) **HP**.

“The colossal skeleton of an undead dragon lies on the ground, but there is still some rotting flesh over the bones. When you get near, the skeleton trembles and raises, as it was still alive. (...)”

• **Ask:** How you are going to destroy something like this? Who is controlling it and how are you going to stop The Master of this thing?

Hidden forest

(3) **Damage+wound** per trade for The Walking Tree, (16) **HP**.

(0) **Damage+poison** per trade for The Binding Vines, (3) **HP**.

“You wander and wander and still you don’t find the exit. (...) The forest behaves strangely, there are movement sounds but nothing to be seen. The vines spring from the ground surrounding your bodies and binding them into position as the giant tree unroots itself and walks towards your group. (...) The tree magically extends its roots and roots itself in the path.”

• **Ask:** How will you orient yourself in this forest? How are you going to release yourselves? What will you do when the tree walks into your path? How will you stop that the plants keep growing?

Hive’s Royal Chamber

(1) **Damage** per trade for the Worker bugs, (2) **HP**.

(2) **Damage** per trade for the Drone bugs, (4) **HP**.

(1) **Damage** per trade for the Hive-queen, (16) **HP**.

“The immense creature stops producing eggs as the workers grab the grubs and escape through the tunnels. (...) When she concentrates, the hive-mind’s power activates and the drones appear to defend her.”

• **Ask:** How will you keep the reinforcements outside? How will you exterminate this plague? How are you going to bring down this hive? Will you also destroy the grubs?

Hunting Fenomenom

(1) **Damage+Frighten** per trade for The Spectral Pack, (12) **HP**.

“From thin air, a white smoke materializes, forming the shape of paws and jaws. (...)”

• **Ask:** How are you going to banish this creature back to their Plane of Death? How are you going to escape from their stalking?

Ironkeep Defense

(3) **Damage+wound** per trade for the Armored Warden, (24) HP.

“Steam releases from the mechanisms and a metal crate is opened, from which emerges something like an armor, but with small moving parts inside that let it move on its own. (...) The armor puts itself between your group and the entrance.”

• **Ask:** *Do you understand this thing? How do you will pass through?*

Journey through The Minotaur’s Labyrinth

(3) **Damage** per trade for The Minotaur Warden, (16) HP.

“Once inside, the stone walls rumble as the labyrinth seems to change. (...) The cursed bull-thing enters through a secret gate and walks steady into your group, firmly grasping a double-edged axe.”

• **Ask:** *How are you going to orient yourself? How will you face The Minotaur? How are going to escape from this place?*

Lair of The Dragon

(4) **Damage** per trade for The Dragon, (24) HP.

“The ground is hot and rivers of molten rock traverse the chambers, The Dragon waits in deep slumber, using mountains of gold as a bed. (...) The dragon opens her raging eyes as blazing flames are exhaled from her smoking mouth. (...) The Dragon breaks the roof and flies in circles, waiting the right moment to swoop down and scorch you into ashes. (...) She brings only destruction and despair.”

• **Ask:** *How will you traverse the molten rock? How will you take the treasure without awakening the dragon? Can you speak with the dragon and reach an agreement? How will you make the dragon descend from the skies? How will you stop her from reaching the neighboring towns? Is this The End?*

Mountain that walks

(6) **Damage+wound** per trade for the Rock Titan, (120) HP.

“The ground trembles as the mountain reveals its true form. (...) When it arises, it grabs the boulders at its feet and tosses them in your direction. (...) It walks smashing through the stonewalls and stomping the houses and siege weapons. (...) Even if it falls, we cannot be sure that it will never raise again from this new slumber.”

• **Ask:** *How will you escape? Where will you hide? How will you defend the people in danger? How your attacks are going to penetrate the stoneskin? How are you going to escape from the mountain’s stomach? What kind of dangers and treasures are inside the creature?*

Moonlight assault

(1) **Damage** per trade for the Wolf pack, (8) HP.

“Something in the forest stalks the group, untouched by moonlight or torchlight. (...) They leap from the shadows, howling and gnarling, ready to dine.”

• **Ask:** *What preparations have you brought to avoid the predators? How will you fence off from the hungry beasts?*

Necromancer’s Forbidden work-chamber

(3) **Damage+poison** per trade for the Flesh Abomination, (9) HP.

“Dried blood lays on the poorly lighted stone floor. The cage at the back of the room opens by itself and a creature of distorted shape wanders into your group, hungry. Limbs have been sewn together trying to create a new kind of unlife. (...) The thing takes off parts of its body and grows others, changing its form. (...) The creature bursts into a rotting rain of corrosive poisonous viscera.”

• **Ask:** *Is there a part of someone that you recognize? Who is the master of this creature? What forms can it take?*

The Knight’s challenge

(2) **Damage** per trade for The Anointed Knight, (6) HP.

(3) **Damage** per trade for The Anointed Knight if mounted, (9) HP.

(6) **Damage** per trade for the mounted Anointed Army, (120) HP.

“The sun shines over The Knight’s silver armor, wind strokes the banner and the steed is steady. (...) The Knight makes the presentations and reveals that she comes by divine and royal command in search of evil. But first, you have to be tested to prove yourself worthy. A duel may be fitting (...) Even if The Knight is all alone now, nobody knows if there is an army coming here. (...)”

• **Ask:** *Will you interrogate this knight? Will you accept the challenge? Will you prove yourselves in another way? Will you ignore the knight?*

Opening of The Gates of Hell

(1) **Damage** per trade for The Imps, (8) **HP**.

“Arcane portals open and the imps jump into sight with mischievous laughter. (...) They break anything that can be broken and eat anything they can fit into their mouths. Things that cannot be eaten or broken are thrown to the passers by accompanied with insults. (...) When they flee, they return to their demon masters with information about those who stopped them.”

• **Ask:** How can you close those portals? How will you stop these imps? How will you repair those things broken by these creatures? How will you prepare against the greater demon lords?

Rise of The Undead

(1) **Damage** per trade for The Undead Horde, (24) **HP**.

“The worked ground burst as the hands of the skeletons, clawing their bodies out of the earth. (...) They surround your group and drive you to the stone wall. (...) Those who have fell raise again with them.”

• **Ask:** How are you going to destroy them? How will you keep them dead? How are you going to save those in danger?

Storm in The Sea of Salt

(3) **Damage** per trade for each Colossal tentacle. (8) **HP** each of the eight.

“The raging waters hit the hull, the wind tries to rip the sails, the lightnings try to strike the deck and burn it down. (...) The ship stops in place and eight towering tentacles surround every flank, it is trying the sink you down.”

• **Ask:** What orders do you yell at the sailors? What direction are your taking? How will you sever the kraken's limbs?

Visions of The End

(6) **Damage** per trade for The Avenging Choir, (120) **HP**.

“You see the clouds opening, pierced by a spear of light as the golden armored angels descend with eyes as gleaming gems. (...) They see through souls, seeking evil, with no other intention besides punishment.”

• **Ask:** Why are you seeing these images? How can you redeem yourself from yours sins? Will you help others redeem? Will you carry the word of The Heaven's prophecy? How will you prepare to defend yourself?

Warband's siege

(1) **Damage** per trade for the First wave, (12) **HP**.

(2) **Damage** per trade for the Second wave, (24) **HP**.

(3) **Damage** per trade for the Third wave, (36) **HP**.

(6) **Damage+wound** per trade for the Siege weapons, (48) **HP**.

“Flaming arrows fall as they run to ram the gates. (...) The warriors shout from all sides of the battlefield, marching as one, until the chaos of battle ensues. Blood, mud and sweat taint the army's banners. Their siege weapons are coming.”

• **Ask:** How will you defend the gates? How will you pass through the enemy's defenses? Where is their leader? What will you do with the raging fire? What orders will you give to the army? In which point do you focus the attack? How will you stop the siege weapons? How can you drive them off? What reinforcements will you call?

Webtrap lurker

(3) **Damage+poison** per trade for the Spider queen, (24) **HP**.

(1) **Damage+poison** per trade for the Spiderlings, (8) **HP**.

(4) **HP** for each Web-wall.

“The walls are covered in cobwebs and every entrance is blocked by a wall made of spiderweb. (...) The web breaks and the spiders approach silently descending through shining strings.”

• **Ask:** How will you pass through the web? How will you free yourself from the webs? How will you exterminate the spiders?

Zealous accusation

(0) **Damage** per trade for The Priest, (2) **HP**.

(2) **Damage** per trade for The Crowd, (24) **HP**.

“The zealot priestess raises over the crowd pointing her finger at your group and the villagers stop building of the new temple. She speaks of divine visions and forgotten laws of a furious god. (...) The word spreads and now the villagers also demand retribution. The fear become rage.”

• **Ask:** Will you hear her words? Will you abide this woman's divine laws? Will you dispute her claims? Will you try to calm the villagers? Will you fend off the deceived villagers? What will happen if what she says its true?



***“It was a lonely miracle
that we would remember for eternity...”***

NEW PLAYBOOKS

New Playbooks

To create a new **Playbook** is advised to first play with all **Playbooks** or at least have seen them played by another person. It's recommended to take an existent **Playbook** and modify it to obtain a new one.

If you want to make another game based on the **Endless Lands**, consider that each **Playbook** must have enabled a number of **Build** points equal to (10).

Each **Build** point allows you to:

- Have a starting point already invested on an **Attribute**.
- Have a **Boon** or **Blood**.
- Have a **Feat**.
- Have a **Background**.

If you place any inherent complications in the **Playbook**, you can place additional **Build** points. Each of the following conditions earns you an additional **Build** point:

- A stricter **Path**.
- A particular weakness.
- Your **Load out** deals (1) damage per trade instead of (2).

You can leave free points for the person who is going to play the **Playbook** to customize their character.

Each **Build** point allows you to:

- Increase an **Attribute** by (1).
- Gain a **Blessing** or **Blood**.
- Gain a **Feat**.
- Gain a **Background**.

THANKS

The Endless Lands (Tierras Interminables) (v.2.1)

Is a tabletop RPG developed, illustrated and designed by Benjamín Aníbal Reyna (2020).

Thanks to: Julián Vecchione, Martín Bravo, Gregorio Catalan Berce, Bianca Pinela, David Nicolás Silva, Ana Laura Pulzoni, Pali Nuñez, José Ferrolo, Julián P. L. Bracco.

This game is inspired by the following works and it is recommended to read them:

- **The Burning Wheel** (Luke Crane, 2002)
- **Apocalypse World** (Vincent Baker, 2010)
- **Gelblowe & La Estrella Moribunda** (Mundos Infinitos, 2015)
- **Balgard** (Mundos Infinitos, 2015)
- **Blades in The Dark** (John Harper, 2017)





"We said goodbye before taking different paths at the crossroads..."



THE GENIUS ARTIFICER

THE GENIUS ARTIFICER

You are a master and inventor of trinkets and gadgets. You create wonders without magic.



HARDINESS



GRACE



ARCANE

Appearance (choose one)

- Confident** (*Reliable*)
- Concealed** (*Discreet*)
- Flamboyant** (*Alluring*)

Gifts (choose one)

- Criminal life:** unlock the Underworld dealer Background.
- Keen senses:** perceive things others cannot, as seeing in the dark. (you are a weird non-human person)
- Woke:** you don't need to sleep. (you are a weird non-human person)

Backgrounds

You understand about...

- Alchemist:** poisons, medicines, sedatives, potions and explosives.
- Artificer:** locks, puzzles, traps, mechanisms, tools and sabotage.
- Underworld Dealer:** smuggling, prices, contacts, guards, guilds, markets, forgery, gambling and blackmail.

Feats



Unexpected Preparations

During a downtime (as an additional free action), spend any amount of Treasure to gain (1) Resource point in your Inventor's Backpack per Treasure spent. At any time you may spend one Resource point in your Inventor's Backpack to produce one of the following (without giving explanation of how you obtained it):

- *A specialized set of working tools of good quality.*
- *Healing elixir that works as magic. (HP+3)*
- *A slow-killing, painful, untraceable liquid poison.*
- *A highly flammable explosive oil.*
- *A quick reaction corrosive agent.*
- *An evaporating poison that becomes mist.*
- *A complex and entertaining, but useless trinket.*



Secret Trick

During a downtime, if you craft, alter or build something, you may give it one Trick:

- *It breaks right when you want, cannot be repaired.*
- *It sets itself in flames.*
- *Contains one of your concoctions.*
- *It moves on its own.*
- *Contains a secret message.*
- *Sheds light.*

You don't need to define the Trick until you use it.

Inventions

When you unlock an Invention, give it a name, you bring something new to this world:

- The Cure:** if this world is struck by a disease or curse, you discover how to cure it.
- The Ultimate Weapon:** if this world is struck by war, you discover how to win it.
- The System:** you develop a system that allows to easily exploit a useful resource.

The GM will tell you what you need to develop it, craft it or build it.

Unique tools

You have a portable kit with specialized tools proper for your Backgrounds, a Wonder weapon and a Special protection. Describe their features.

Inventor's Backpack

· **Resources:**

Wonder weapon

You have a unique projectile weapon. Choose two traits:

- Completely silent and precise.
- Has an extreme long range.
- It easily pierces armor.
- It easily sets things on fire.
- It never breaks and its completely reliable.
- It is highly poisonous.
- It folds to a compact and discreet form.

When you use your Wonder weapon on battle, you deal (2) damage per trade. Dice Rolls in battle are rolled with GRACE.

Special protection

You have a unique attire. Choose two traits:

- Immunity to common projectiles weapons.
- Immunity to fire, blasts, heat and cold.
- Immunity to poison and disease.
- Gain camouflage on the wilderness.

You gain those traits as long as you wear this Special protection.

States

For each State you have checked, roll one die less for your Dice Rolls (min. 0).

- Wound** (needs resting with medical treatment or magical healing)
- Disease** (needs resting with medical treatment or magical healing)
- Fatigue** (needs a short rest)
- Poison** (needs the right antidote or magical healing)
- Dispirit** (needs to restore hopes and morale or good amusement)
- Fury** (needs vengeance, complete calmness or commit to violence)
- Fear** (needs proof of reassurance, complete calmness or running away)
- Curse** (needs sacred blessing, accomplish the hexer's will or to stop the hexer)
- Restrain** (needs unleashed with aid)



Hit Points (HP)

When you lose all HP or you are defeated, you have to take one option:

- **Left for dead.**
- **Taken prisoner.**
- **Martyr's death.**
- **Deal with death.**

Path (choose one)

- Order:** follow the law, keep oaths.
- Life:** protect folk, have mercy.
- Freedom:** fight against oppression.



Advancements

After each Dice Roll, Relationship change and Path's tough choice, gain +1xp. During a downtime, spend 6xp to unlock an Advancement (you may also change your Appearance):

- Gain GRACE+1.
- Gain a new Feat.
- Add 2 traits to your Wonder weapon.
- Add 2 traits to your Wonder weapon.
- Add 2 traits to your Special protection.
- Unlock a new Invention.
- Unlock a new Invention.
- Unlock a new Invention.



THE ACCURSED MONSTER

THE ACCURSED MONSTER

Something turned you into a monster, you may embrace your curse or get rid of it.



HARDINESS



GRACE



ARCANE

Appearance

✘ **Damned** (*Imposing*)

Background (choose one)

- Cultist:** old languages, rites, undead, religion, cults, demons.
- Common-folk:** other common-folk, farm, fishing, hunting, farm animals, tools, artisan's craft, trading and celebrations.
- Mage:** spells, rituals, arcane scripture, mages and magical items.
- Nobility:** nobility, laws, religion, politics, history and languages.
- Alchemist:** poisons, medicines, potions, explosives and drugs.
- Underworld Dealer:** smuggling, prices, contacts, guards, guilds, markets, forgery, gambling and blackmail.
- Soldier:** common war equipment, traps, tactics, formations and strategies.

The Curse (choose from two to four)

As you are already Cursed, ignore the Curse State. For each chosen option, you gain one additional Dark Gift.

- Hideous aura:** ignoring your Appearance, *life withers* in your presence or *rejects you*. Your surroundings slowly become *dark, cold* and *sour*.
- Darkness embrace:** *direct sunlight, sacred manifestations* or *natural fire*, instantly gives you a State (wound or fear).
- Blood-thirst:** you may only feed from untainted blood. All your States may only be removed by *drinking blood from a live vessel*.
- Haunted:** during all your downtimes, you are always visited by *wailing souls* or *hideous memories*. Other people may perceive this. Affects your Appearance.

Dark Gifts (choose two)

- Death vision:** you can see ghosts and spirits that do not reveal themselves.
- Immortal:** gain an additional Background.
- Magic-sense:** you instantly detect magic in the surroundings.
- Keen senses:** perceive things others cannot, as seeing in the dark.
- Hardened:** gain HARDINESS+1.
- Fast recovery:** spend a downtime resting, remove all your States (except curse).
- Sinister wings:** you may fly at will.
- Death attuned:** immunity to poison and disease.
- Shadow embrace:** in dark places, you become invisible.
- Darkness kindred:** you are completely ignored by any lesser profane entities.
- Accustomed:** immune to ambushes.

Taint (choose a starting one)

Add one more every time you gain a Dark Gift:

- Eldritch tattoos.*
- Inhuman skin.*
- Ritual scars.*
- Long nails and fangs.*
- Horns.*
- Inhuman eyes.*
- Colored veins.*
- Burn brands.*
- Towering size.*

Load out

If you use your Load out on battle, deal (2) profane damage per trade. Your Load out uses GRACE or HARDINESS at your choice.

- Ruined blade + Dark cloak + Battered armor
- Sinister blade + Dark cloak + Battered armor

Eternity of suffering

When you lose all HP or you roll (0) HITs on a Dice Roll when your life is in danger, you must choose one of the following options:

- **Unleash The Monster:** you become a *rampaging monster, cause death and destruction to the innocent*. Then *wake up with no memories* of that. Check the Dispirit State.
- **Devoured by Dark:** you are *embraced by forces of darkness* and disappear. You found yourself alive on a *very distant place*.
- **Martyr's Death:** upon death, you find a way to attack at the expense of your life. The GM describes how you bring down your enemy, but you die after that. During the next Downtime, bring a new Main Character.

States

For each State you have checked, roll one die less for your Dice Rolls (min. 0).

- Wound** (needs *resting with medical treatment* or *magical healing*)
- Disease** (needs *resting with medical treatment* or *magical healing*)
- Fatigue** (needs a *short rest*)
- Poison** (needs *the right antidote* or *magical healing*)
- Dispirit** (needs *to restore hopes and morale* or *good amusement*)
- Fury** (needs *vengeance, complete calmness* or *commit to violence*)
- Fear** (needs *proof of reassurance, complete calmness* or *running away*)
- Curse** (needs *sacred blessing, accomplish the hexer's will* or *to stop the hexer*)
- Restrain** (needs *unleashed with aid*)



Hit Points (HP)

When you lose all HP or you are defeated, you have to take one option:

- **Unleash the Monster.**
- **Devoured by Darkness.**
- **Martyr's death.**

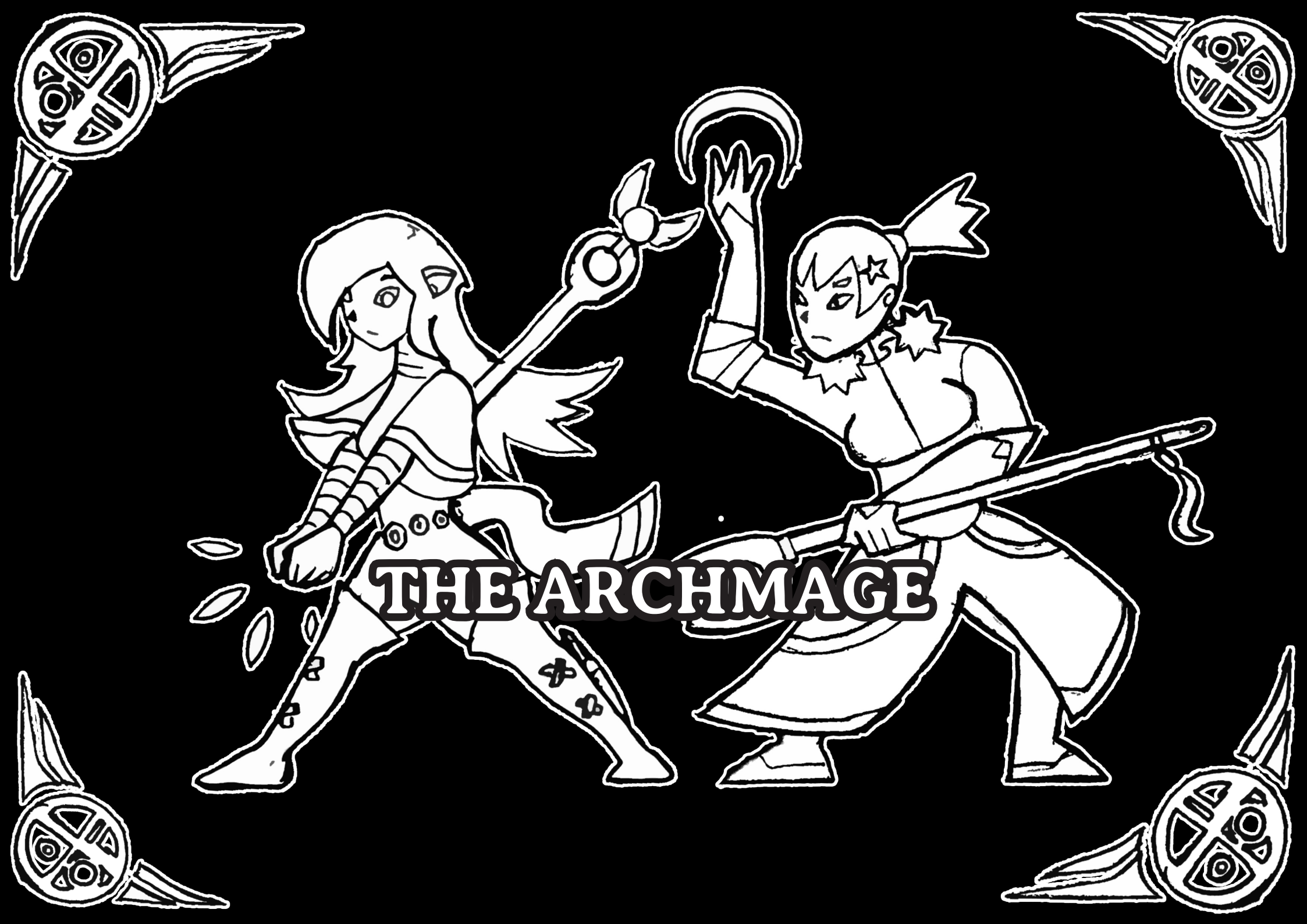
Path (choose one)

- Nature:** commune with nature.
- Order:** follow the law, keep oaths.
- Life:** protect folk, have mercy.
- Freedom:** fight against oppression.

Advancements

After each Dice Roll, Relationship change and Path's tough choice, gain +1xp. During a downtime, spend 6xp to unlock an Advancement (you may also change your Appearance):

- Gain HARDINESS+1.
- Gain GRACE+1.
- Gain one additional Dark Gift.
- Gain one additional Dark Gift.
- Gain one additional Dark Gift.
- Gain one additional Dark Gift.
- Remove one of The Curse's effect.
- Remove one of The Curse's effect.
- Remove one of The Curse's effect.
- Remove one of The Curse's effect.
- Remove one of The Curse's effect.



THE ARCHMAGE

THE ARCHMAGE

You bend the tether of reality through the arcane control of magic. You have dedicated your life to it, but there's still more to learn.



HARDINESS



GRACE



ARCANE

Appearance (choose one)

- Disciplined** (*Reliable*)
- Flamboyant** (*Alluring*)
- Solemn** (*Imposing*)

Blood (choose two)

- Long-lived:** gain an additional Background.
- Magic-sense:** you instantly detect magic in the surroundings.
- Keen senses:** perceive things others cannot, as seeing in the dark. (you are a magical non-human person)
- Tempered:** GRACE+1.
- Woke:** you don't need to sleep. (you are a magical non-human person)

Background (choose one)

You understand about...

- Alchemist:** poisons, potions, medicines, explosives and drugs.
- Artificer:** locks, traps, structures, puzzles, tools and mechanisms.
- Mage:** spells, rituals, arcane scripture, mages and magic items.
- Nobility:** nobility, laws, religion, politics, history, writing.

Feats



Spell book

- Unlock 3 starting *spell effects*.
- This room is magically illuminated.*
- Create a wall or cage of magic force.*
- Share thoughts with someone who's willing.*
- Become invisible or take another appearance.*
- Create an illusory copy of something.*
- Some item moves by itself or by your will.*
- Change something into something else.*
- Dispel a enchantment or curse momentarily.*
- Summon a Companion to do your bidding.*

On a **downtime** or non-dangerous **Encounter**, simply choose an unlocked *spell effect* and use it. These are instant and remain until you *leave this place, cast another spell or you focus in another thing*.



Battle spell-casting

You may cast battle spells on **Encounter** while in danger, you deal (2) magical **damage** per trade. On a **Dice Roll** you use **ARCANE**. You may use one effect from your **Spell book** or take one of the following options per **HIT** obtained:

- Deal (1) more **damage** vs non-magic targets.
- Banish another person's **Summoning**.
- Activate a magical object.
- Against magic, receive (1) **damage** less.
- Use a spell effect from your **Spell book**.



Rites

Unlock 2 starting **Rite effects**. Spend a **downtime** and (1) **Treasure** in special preparatives to perform a rite, gain +1xp and take one permanent effect:

- This place becomes undetectable by normal means.*
- This place becomes magically sealed.*
- Contact, banish or summon any magical entity.*
- Dispel any summon, enchantment or curse.*
- Enchant an item with a new trait or alter a trait.*
- Heal anyone you want in the area.* (HP+6)

Spell manifestation

Choose one appearance for your spells.

- Colored flames. Light-bolts. Distortion.

Load out

When you use your **Load out** on battle, you deal (1) **damage** per trade. Describe the details. Your **Load out** uses **GRACE**.

- ✕ Staff + Short sword + Mage cloak

Summoned Kin

Choose one kind of summon, your summons have always that form:

- Plants. Beasts. Demons. Elemental.

Summoned Companions

Choose up to two of the following traits per summon. Three if summoned with a **Rite** (unless it's a powerful entity).

- There are **several**. Its **strong** and **huge**.
- It's completely **loyal** and it's not reckless.
- It can **fly** or **levitate**. Has **keen** senses.

You may use the **Companion Variant's** rules. You may banish any **Summon** instantly at will. When defeated, banished or their task is completed, they return to their plane. You may banish your **Summoned companions** at will.

States

For each **State** you have checked, roll one die less for your **Dice Rolls** (min. 0).

- Wound** (needs *resting with medical treatment or magical healing*)
- Disease** (needs *resting with medical treatment or magical healing*)
- Fatigue** (needs a *short rest*)
- Poison** (needs *the right antidote or magical healing*)
- Dispirit** (needs *to restore hopes and morale or good amusement*)
- Fury** (needs *vengeance, complete calmness or commit to violence*)
- Fear** (needs *proof of reassurance, complete calmness or running away*)
- Curse** (needs *sacred blessing, accomplish the hexer's will or to stop the hexer*)
- Restrain** (needs *unleashed with aid*)



Hit Points (HP)

When you lose all **HP** or you are defeated, you have to take one option:

- **Left for dead.**
- **Taken prisoner.**
- **Martyr's death.**
- **Deal with death.**

Path (choose one)

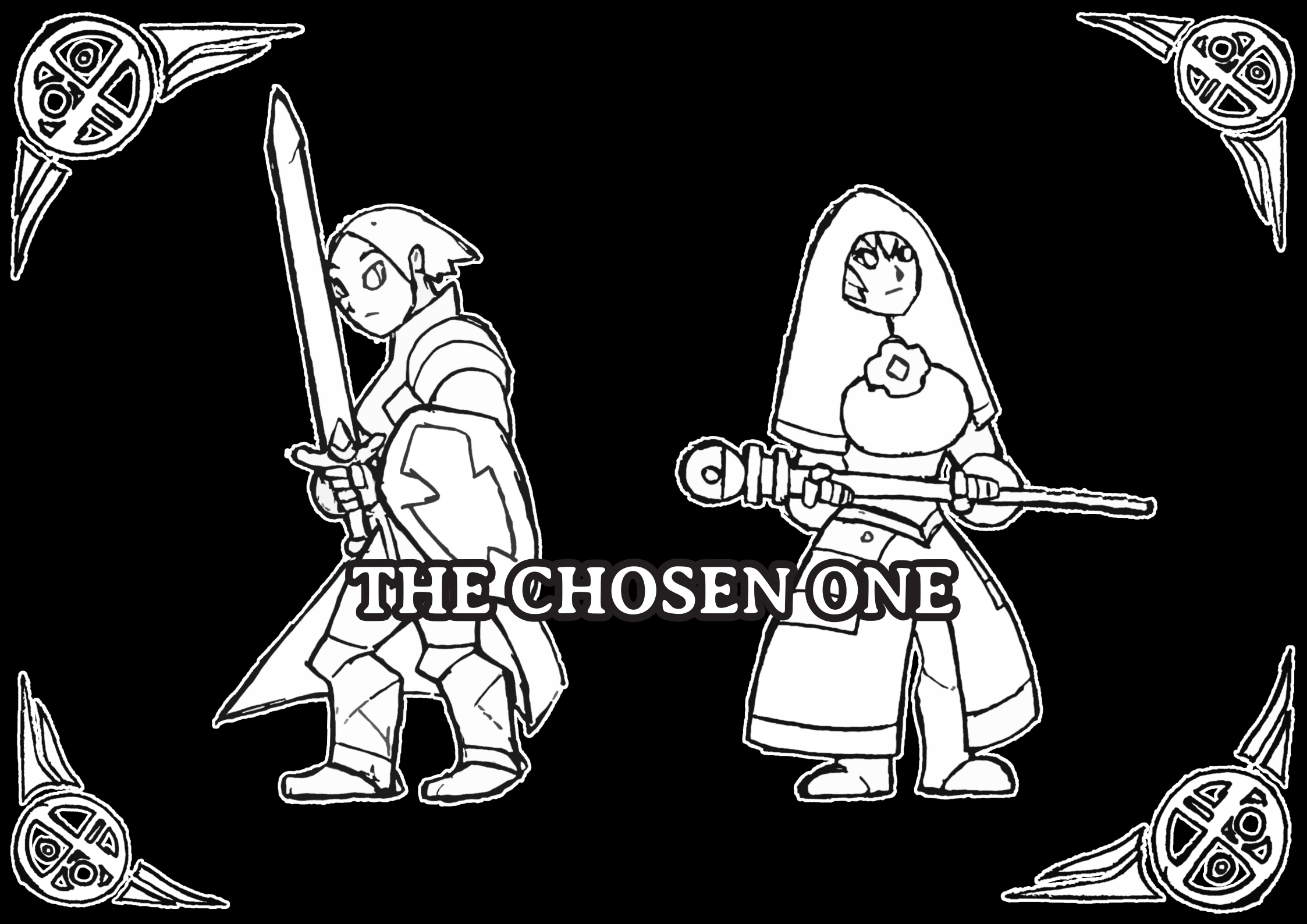
- Order:** follow the law, keep oaths.
- Life:** protect folk, have mercy.
- Freedom:** fight against oppression.



Advancements

After each **Dice Roll**, **Relationship** change and **Path's** tough choice, gain +1xp. During a **downtime**, spend 6xp to unlock an **Advancement** (you may also change your **Appearance**):

- Gain **GRACE**+1.
- Gain **ARCANE**+1.
- Unlock 3 more **Spell book's effects**.
- Unlock 3 more **Spell book's effects**.
- Unlock 2 more **Rite's effects**.
- Unlock 2 more **Rite's effects**.



THE CHOSEN ONE

THE CHOSEN ONE

A prophecy says that you are the hero that will save the world. You are the manifestation of God's will in these lands.



HARDINESS



GRACE



ARCANE

Boons (choose three)

- Enlightened wisdom:** gain one additional Background.
- Death vision:** you can see spirits that do not reveal themselves.
- Keen senses:** perceive things others cannot, as seeing in the dark. (you are a sacred non-human person)
- Stalwart:** HARDINESS+1.
- Elegant:** GRACE+1.
- Good health:** immunity to poison.
- Truth-seeker:** immunity to lies.
- Woke:** you don't need to sleep. (you are a sacred non-human person)

Background (choose one)

- Choose based on your Deity's doctrines. You understand about...
- Priest:** old languages, rites, undead, religion, cults, demons.
 - Soldier:** common war equipment, traps, tactics, formations and strategies.
 - Common-folk:** other common-folk, farm, fishing, hunting, farm animals, tools, artisan's craft, trading and celebrations.
 - Nobility:** nobility, laws, religion, politics, history and languages.

Appearance (choose one)

Choose one and describe your features. Describe the Prophecy's Mark you have in your skin.

- Joyful** (*Alluring*)
- Kind** (*Reliable*)
- Humble** (*Discreet*)
- Solemn** (*Imposing*)

Deity's Emblem

Aura manifestation

Choose one appearance for your aura.

- Flames. Lights. Runes.

Paragon's Oath Feats

◆ Commune with The Light

Spend a downtime praying to your Deity to choose one option from the following:

- Gain guidance in signs or visions.
- Change the weather to reflect your Deity's mind.
- If desperate, manifest your Deity's avatar.
- Recall a safe place, transport the group there.
- This place becomes a sacred sanctuary against evil.
- Summon the souls of the dead and speak with them.
- Purge and seal evil energy from a thing or person.
- Heal everyone, bring hope and calmness. (HP+6)

◆ Radiance

Channel divine energy with your holy symbol and roll dice equal to your ARCANA. Take up to one effect per HIT. If you do not get HITs you cause a complete disaster. If used in battle, you deal (2) sacred damage per trade.

- If the enemy is profane, deal (1) more damage.
- If the enemy is profane, receive (1) damage less.
- Heal someone with magic (HP+1).
- This location is illuminated for a while.
- Dispel all illusions and deceptions.
- Weak undead and demons retreat for a while.

Paragon's Oath

You may use your Paragon's Oath Feats as long as you abide the following codes:

- I shall respect truth, honor and redemption.
- I can't fight with cowardly tricks.
- I can't prioritize pleasure before duty.
- I must punish evil with fairness.
- I must help those in need.

If you break it, you cannot use those Feats. The GM will set a Quest for your redemption.

Load out (choose one)

In battle, your Load out deals (2) damage per trade. Using another Load Out, deal (1). Describe the details. Name your weapons.

◆ Heavy warrior (choose one)

These Load outs use HARDINESS.

- Massive blade + Heavy armor
- Long blade + Shield + Heavy armor
- War club + Heavy armor

◆ Light warrior

These Load outs use GRACE.

- Long staff + Hard cloak

States

For each State you have checked, roll one die less for your Dice Rolls (min. 0).

- Wound** (needs resting with medical treatment or magical healing)
- Disease** (needs resting with medical treatment or magical healing)
- Fatigue** (needs a short rest)
- Poison** (needs the right antidote or magical healing)
- Dispirit** (needs to restore hopes and morale or good amusement)
- Fury** (needs vengeance, complete calmness or commit to violence)
- Fear** (needs proof of reassurance, complete calmness or running away)
- Curse** (needs sacred blessing, accomplish the hexer's will or to stop the hexer)
- Restrain** (needs unleashed with aid)



Hit Points (HP)

When you lose all HP or you are defeated, you have to take one option:

- Left for dead.
- Taken prisoner.
- Martyr's death.
- Deal with death.

Deity's Path

✦ Paragon's Oath: follow it.

Advancements

After each Dice Roll, Relationship change and Path's tough choice, gain +1xp. During a downtime, spend 6xp to unlock an Advancement (you may also change your Appearance):

- Gain HARDINESS+1.
- Gain GRACE+1.
- Gain ARCANE+1.
- Reduce all damage from demons in (1).
- Gain a new Boon.
- Gain a new Boon.
- Gain a new Boon.
- You develop marvelous wings to fly.



THE DARK STALKER

THE DARK STALKER



HARDINESS



GRACE



ARCANE

Appearance (choose one)

- Clear** (*Reliable*)
- Concealed** (*Discreet*)
- Enigmatic** (*Alluring*)
- Grim** (*Imposing*)

Blood (choose two)

- Battered:** HARDINESS+1.
- Death vision:** you can see spirits that do not reveal themselves.
- Harsh life:** gain one additional Background.
- Keen senses:** perceive things others cannot, as seeing in the dark. (you are a rejected non-human person)
- Tainted:** ARCANE+1.
- Woke:** you don't need to sleep. (you are a rejected non-human person)

Background (choose one)

You understand about:

- Alchemist:** poisons, medicines, sedatives, potions, explosives and drugs.
- Artificer:** locks, puzzles, traps, mechanisms, tools, and sabotage.
- Underworld Dealer:** smuggling, prices, contacts, guards, guilds, markets, forgery, gambling and blackmail.

You had a life of crime in the shadows. Now you use your skills for something better.

Feats (choose two)

◆ Special poisons

During a downtime (as an additional free action), spend any amount of Treasure to gain (1) Dose in your Poisoner's Belt per Treasure spent. At any time you may spend one Dose in your Inventor's Backpack to produce a potion, smoke bomb or dart (choose the effect in the moment):

- *Universal antidote.*
- *Hallucinogenic (confusion or horror).*
- *Somnifacient.*
- *Slow death* (if not treated).

◆ Perfect Aim

When you attack from long range, you may spend HITs. Per HIT spent, choose one option:

- *Target drops something that she is holding.*
- *Target is stuck in place.*
- *Target loses focus.*
- *Ignore target's armor.*

◆ Heist Master-plan

You may spend your Downtime on planning a heist. You gain a map of the place and choose two questions, they will be answered honestly:

- *Which are the types and locations of the valuables?*
- *Which is the type and weak point of the security?*
- *Who can help us and what do they want?*
- *Which is the better escape route?*

◆ Disguise

Change your appearance whenever you want. Also, if you can speak to persuade, you may change the appearance of an item in your possession.

◆ Lightning Reflexes

When caught on an ambush or surprise, choose one option:

- *Someone of your choice is not caught.*
- *You act first.*
- *You see a way out.*
- *Identify this trap or enemy.*

Load out (choose one)

In battle, your Load out deals (2) damage per trade. Using another Load Out, deal (1). All these Load outs are rolled with GRACE in battle. Describe the details.

Signature weapon (choose one)

- Exotic saber + Throwing blades.
- Twin blades + Crossbow.

Attire & Tools

• Leather armor, Dark cloak, Specialized tools (Background).

Poisoner's belt

• Doses:

States

For each State you have checked, roll one die less for your Dice Rolls (min. 0).

- Wound** (needs resting with medical treatment or magical healing)
- Disease** (needs resting with medical treatment or magical healing)
- Fatigue** (needs a short rest)
- Poison** (needs the right antidote or magical healing)
- Dispirit** (needs to restore hopes and morale or good amusement)
- Fury** (needs vengeance, complete calmness or commit to violence)
- Fear** (needs proof of reassurance, complete calmness or running away)
- Curse** (needs sacred blessing, accomplish the hexer's will or to stop the hexer)
- Restrain** (needs unleashed with aid)



Hit Points (HP)

When you lose all HP or you are defeated, you have to take one option:

- **Left for dead.**
- **Taken prisoner.**
- **Martyr's death.**
- **Deal with death.**

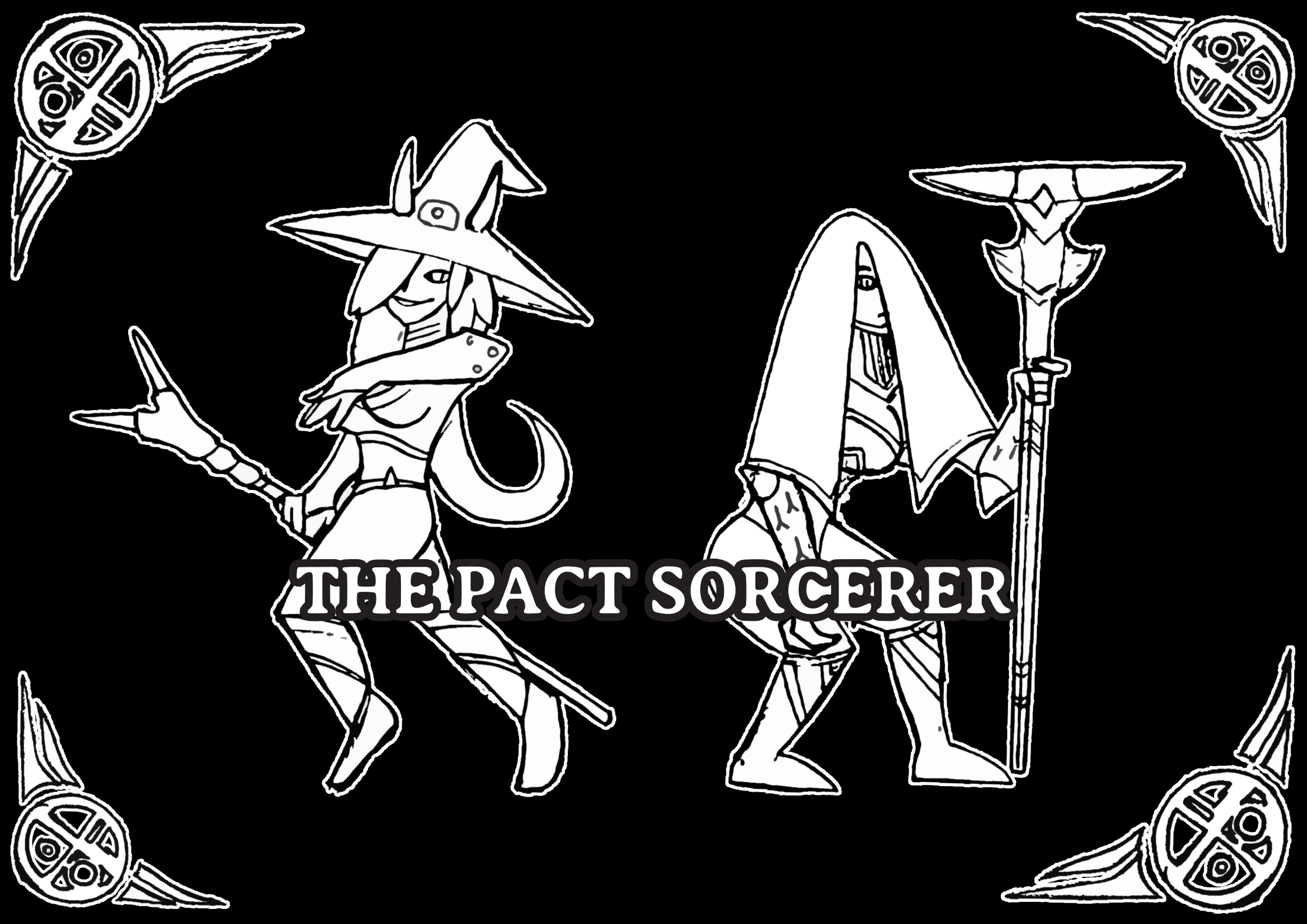
Path (choose one)

- Life:** protect folk, have mercy.
- Freedom:** fight against oppression.

Advancements

After each Dice Roll, Relationship change and Path's tough choice, gain +1xp. During a downtime, spend 6xp to unlock an Advancement (you may also change your Appearance):

- Gain HARDINESS+1.
- Gain GRACE+1.
- Gain ARCANE+1.
- Gain a new Feat.
- Gain a new Feat.
- Immunity to poison and disease.



THE PACT SORCERER

THE PACT SORCERER

You have made a pact with The Dark that grants you with a forbidden power.



HARDINESS



GRACE



ARCANE

Dark Gifts (choose two)

- Death vision:** you can see ghosts and spirits that not reveal themselves.
- Long-lived:** gain an additional Background.
- Magic-sense:** you instantly detect magic in the surroundings.
- Keen senses:** perceive things others cannot, as seeing in the dark.
- Tempered:** GRACE+1.
- Woke:** you don't need to sleep.

Background (choose one)

You understand about...

- Cultist:** old languages, rites, undead, religion, cults, demons.
- Common-folk:** other common-folk, farm, fishing, hunting, farm animals, tools, artisan's craft, trading and celebrations.
- Mage:** spells, rituals, arcane scripture, mages and magical items.
- Nobility:** nobility, laws, religion, politics, history and languages.
- Alchemist:** poisons, medicines, potions, explosives and drugs.

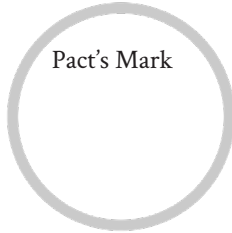
Appearance (choose one)

- Enigmatic** (*Alluring*)
- Grim** (*Imposing*)

Also, choose an **appearance** for your aura.

- Hell-flames.
- Shadows.
- Runes.
- Smoke.

Pact's Mark



Taint (choose a starting one)

Choose one more every time you level up:

- Eldritch tattoos.*
- Inhuman skin.*
- Ritual scars.*
- Long nails and fangs.*
- Horns.*
- Inhuman eyes.*
- Colored veins.*
- Burn brands.*
- Towering size.*

Feats

◆ Tribute to The Dark

Spend a **downtime** and something worth one **Treasure** to gain +1xp and choose up to three options:

- *Raise undead servants with all close corpses.*
- *Gain guidance in signs or visions.*
- *Change the weather to reflect your Deity's mind.*
- *If desperate, manifest your Deity's avatar.*
- *Summon the souls of the dead and speak with them.*
- *Bring rot and plague to a location.*
- *Heal everyone you want in the area. (HP+6)*

◆ Eldritch power

Channel dark magic and roll dice equal to your **ARCANE**. Take up to one effect per **HIT**. If you do not get **HITs** you cause a complete disaster. In battle, you deal (2) profane **damage** per trade.

- If the target is alive, deal (1) additional **damage**.
- Deal (1) more **damage**, but *destroy this place*.
- *Heal someone with magic (HP+1).*
- *This location is shrouded in darkness for a while.*
- *Seal the souls of your targets when they die.*

Load out

In battle, your **Load out** deals (1) **damage** per trade. Your **Load out** uses **GRACE**.

✕ Long staff + Ceremonial dagger + Dark cloak

Undead army's Power

Choose 3 traits. All your undead servants gain the following traits:

- They grow and become stronger.
- They look **almost alive**.
- Their removed limbs **move on their own**.
- Retain some **intelligence** and **memories**.
- They have no **hunger** or **blood thirst**.
- They can **fly** or **levitate**.
- They are highly **poisonous** and **blighted**.

Each time you raise an **Undead servant** from a *human-sized corpse* or something equal, increase your undead army's **Power** in 1 (2+, if *greater than human-size*). When you command your **Undead servants** on a dangerous task, roll dice up to your **Undead army's Power**. For each die that isn't a **HIT**, reduce your **Undead army's Power** in 1 (they are permanently *disintegrated*). You may use the **Companion Variant's** rules. You can disintegrate your own **undead companions** at will (but its permanent).

States

For each **State** you have checked, roll one die less for your **Dice Rolls** (min. 0).

- Wound** (needs *resting with medical treatment* or *magical healing*)
- Disease** (needs *resting with medical treatment* or *magical healing*)
- Fatigue** (needs a *short rest*)
- Poison** (needs *the right antidote* or *magical healing*)
- Dispirit** (needs *to restore hopes and morale* or *good amusement*)
- Fury** (needs *vengeance, complete calmness* or *commit to violence*)
- Fear** (needs *proof of reassurance, complete calmness* or *running away*)
- Curse** (needs *sacred blessing, accomplish the hexer's will* or *to stop the hexer*)
- Restrain** (needs *unleashed with aid*)



Hit Points (HP)

When you lose all **HP** or you are defeated, you have to take one option:

- **Left for dead.**
- **Taken prisoner.**
- **Martyr's death.**
- **Deal with death.**

Pacts's Path (choose one)

- Nature:** commune with nature.
- Freedom:** fight against oppression.

xp Advancements

After each **Dice Roll**, **Relationship** change and **Path's** tough choice, gain +1xp. During a **downtime**, spend 6xp to unlock an **Advancement** (you may also change your **Appearance**):

- Gain **HARDINESS**+1.
- Gain **GRACE**+1.
- Gain **ARCANE**+1.
- Gain one additional **Dark Gift**.
- Gain one additional **Dark Gift**.
- Gain one additional **Dark Gift**.
- Gain one additional **Dark Gift**.
- The **Undead Army** gains 2 more traits.
- Gain immunity to **poison** and **disease**.
- You develop **sinister wings** to fly.



THE WAR VANGUARD

THE WAR VANGUARD

The difference between a warrior and a fighter is that when the battle ends, the warrior is still a warrior.



HARDINESS



GRACE



ARCANE

Appearance (choose one)

- Disciplined** (*Reliable*)
- Flamboyant** (*Alluring*)
- Savage** (*Imposing*)

Blood (choose two)

- Hardened**: gain HARDINESS+1.
- Graceful**: gain GRACE+1.
- Keen senses**: perceive things others cannot, as seeing in the dark. (you are a non-human warrior)
- Veteran**: gain an additional Background.
- Fast recovery**: spend a downtime resting, remove all your States (except curse).

Background (choose one)

You understand about...

- Soldier**: common war equipment, traps, tactics, formations and strategies.
- Weapons blacksmith**: weapons and battle-tools, even legendary or magic ones.
- Gladiator**: tactics, formations, audiences, common-folk.
- Noble**: nobility, laws, religion, politics, history, writing.
- Survivalist**: wilderness, hunt, fishing, prey, beasts, traps, animal spirits and tracking.

Feats (choose two)



Battle-trance

Once per Encounter, shift your appearance for another until the end of the Encounter and take one option:

- *You are seen as the priority.*
- *Weakling enemies flee scared.*
- *The enemy does not attack until you act or wait.*
- Choose a character, must be *protected at all costs*: every time that character would receive damage, you take it instead.
- Choose a character, *deserves to die*: every time you battle against that character, you have advantage.



Formidable maneuvers

Before performing a HARDINESS or GRACE Dice Roll, choose one option, it applies no matter what:

- *It is quick, precise and discreet.*
- *All damage can be repaired or healed.*
- *It is amazing, admirable and/or striking.*
- *You are left unscathed.*



Adaptability

Once per Encounter or Downtime you may take one of the following options:

- *Improvise a weapon if you don't have one.*
- *Reveal the weak points of a present target.*
- *Learn everything about a weapon, any.*
- Use any Background on this Playbook.

Scars (choose two)

- Arrow shots. Bites and claws marks.
- Blade cuts. Bloated veins. Burn marks.
- Ritual scars. Slave mark. Sun burns.

Load out (choose one)

In battle, your Load out deals (2) damage per trade. Using another Load Out, deal (1). Describe the details. Name your weapons.



Heavy warrior (choose one)

These Load outs use HARDINESS.

- Massive blade + Heavy armor
- Long blade + Shield + Heavy armor



Light warrior (choose one)

These Load outs use GRACE.

- Elegant blade + Small shield + Light armor
- Twin blades + Light armor
- Long blade + Light armor



Hit Points (HP)

When you lose all HP or you are defeated, you have to take one option:

- **Left for dead.**
- **Taken prisoner.**
- **Martyr's death.**
- **Deal with death.**

Path (choose one)

- Order**: follow the law, keep oaths.
- Life**: protect folk, have mercy.
- Nature**: commune with nature.
- Freedom**: fight against oppression.



Advancements

After each Dice Roll, Relationship change and Path's tough choice, gain +1xp. During a downtime, spend 6xp to unlock an Advancement (you may also change your Appearance):

- Gain HARDINESS+1.
- Gain GRACE+1.
- Gain ARCANE+1.
- Gain a new Feat.
- Gain immunity to poison and disease.
- Gain immunity to fatigue and restrain.
- Gain immunity to dispirit and fear.

States

For each State you have checked, roll one die less for your Dice Rolls (min. 0).

- Wound** (needs resting with medical treatment or magical healing)
- Disease** (needs resting with medical treatment or magical healing)
- Fatigue** (needs a short rest)
- Poison** (needs the right antidote or magical healing)
- Dispirit** (needs to restore hopes and morale or good amusement)
- Fury** (needs vengeance, complete calmness or commit to violence)
- Fear** (needs proof of reassurance, complete calmness or running away)
- Curse** (needs sacred blessing, accomplish the hexer's will or to stop the hexer)
- Restrain** (needs unleashed with aid)



THE WILD OUTSIDER

THE WILD OUTSIDER

You came from nature, from a different kind of world where civilization is something different. If you choose this **Playbook**, you control **The Outsider** and **The Beast** at the same time.

Appearance (choose one)

- Exotic** (*Alluring*)
- Savage** (*Imposing*)

Blood (choose two)

- Keen senses:** perceive things others cannot, as seeing in the dark. (you are a beast-like person)
- Feral:** HARDINESS+1.
- Swift:** GRACE+1.
- Mystical:** ARCANE+1.
- Soulbound:** The Outsider perceives through The Beast and vice-versa. They also may share their thoughts.

Beast

The Beast is at least as big as The Outsider and they share **Appearance**. At your discretion, she can look like any animal in this world, but she is one of a kind. Choose 3 additional traits:
 Keen senses. HARDINESS+1.
 HARDINESS+1. HARDINESS+1.
 GRACE+1. GRACE+1.
 GRACE+1. Wings. Poisonous.

Background

Wilderness Survivalist

· You understand wilderness, hunt, fishing, prey, beasts, traps, animal spirits and tracking.

Outsider



HARDINESS

Beast



Outsider



GRACE

Beast



Outsider



ARCANE

Beast



Feats (choose one)



Commune with Nature

Spend your Downtime on the wilds to choose an amount of options equal to your Outsider's ARCANE:

- Shows you what is hurting the wilds and where it is.
- Contact a spirit animal and speak to it.
- Find good shelter and some food.
- Heal everyone you want in the area. (HP+6)
- Find a prey, reveal weak points and behavior.
- Call for the aid of beasts.



Battle-frenzy

Once per battle, change your **Appearance** to **Savage** until the end of the battle and take one option:

- You are seen as the priority.
- Weakling enemies flee scared.
- The enemy does not attack until you act or wait.



Elemental Evocation

Summon spirits of fire, plants, wind, lightning, water or earth to do your bidding. Deal (2) magical damage per trade. On a Dice Roll, use ARCANE, take one option per HIT.

- Elements attack with true force. (Damage+1).
- Lift an elemental wall for a moment (Damage-1)
- Restrain momentarily with roots. (Damage-1)
- Heal someone with magic. (HP+1)
- Dispel, evoke or dominate the elements.

These are possible appearance for your spells: *Flames, Lightnings, Wind gusts, Ice, Water, Stone.*

Wild features (choose two)

You are not completely human. It is difficult for you to hide your **wild features**.

- Fangs and claws.* *Hide skin.* *Horns.*
- Mane and pelt.* *Predator eyes.*
- Towering size.*

Load out (choose one)

In battle, your **Load out** deals (2) damage per trade. Using another **Load Out**, deal (1).

Raider (these use HARDINESS)

- Massive blade + Hard hide
- War club + Hard hide

Hunter (these use GRACE)

- Twin blades + Bow + Leather armor
- Staff + Bow + Animal hide
- Spear + Bow + Camouflage cloak

States

For each **State** you have checked, roll one die less for your **Dice Rolls** (min. 0).

- Wound** (needs *resting with medical treatment* or *magical healing*)
- Disease** (needs *resting with medical treatment* or *magical healing*)
- Fatigue** (needs a *short rest*)
- Poison** (needs *the right antidote* or *magical healing*)
- Dispirit** (needs *to restore hopes and morale* or *good amusement*)
- Fury** (needs *vengeance, complete calmness* or *commit to violence*)
- Fear** (needs *proof of reassurance, complete calmness* or *running away*)
- Curse** (needs *sacred blessing, accomplish the hexer's will* or *to stop the hexer*)
- Restrain** (needs *unleashed with aid*)

Outsider



Hit Points (HP)

Beast



When you lose all HP or you are defeated, you have to take one option:

- **Left for dead.**
- **Taken prisoner.**
- **Martyr's death.**
- **Deal with death.**

Path (choose one)

- Life:** protect folk, have mercy.
- Nature:** commune with nature.
- Freedom:** fight against oppression.

xp



Advancements

After each **Dice Roll**, **Relationship** change and **Path's** tough choice, gain +1xp. During a **downtime**, spend 6xp to unlock an **Advancement** (you may also change your **Appearance**):

- Both gain HARDINESS+1.
 - Both gain GRACE+1.
 - Both gain ARCANE+1.
 - Gain a new **Blood**.
 - Gain a new **Blood**.
 - Gain immunity to **poison** and **disease**.
 - Change any **State** to *fury* at will.
- Each time you acquire an **Advancement**, acquire a new **Wild Feature**.

THE GAME MASTER

Rules are for everyone. Everyone is responsible.

The great threat that looms over the Endless Lands

Main Characters

Take notes of them.

Encounters

Battle-oriented

- *Stalk and set an ambush.*
- *Challenge them to a fight.*
- *The opponent changes in some way.*

Exploration-oriented

- *Alter the surroundings.*
- *Give a fore-shadowing bad omen.*
- *Discover something not seen before.*
- *Put obstacles to advance.*
- *Set a treasure surrounded by danger.*
- *Reveal a mystery.*

Downtime-oriented

- *Present a new character (or more than one).*
- *Offer them a deal.*
- *Someone gives a quest.*
- *Someone wants to speak with someone.*
- *Explore the lore of the place.*

Example backlashes

- *Alert all enemies of their presence and location.*
- *They accomplish the opposite of what they wanted.*
- *Leave people dead or half-dead.*
- *Bring destruction, chaos and panic on the location.*
- *The irreparable lose of an important item.*
- *Ruin their reputation completely.*
- *The opponents obtain what they want.*
- *Start an unwanted fight.*

Locations

Side characters

From gods to common-folk, anyone who is important enough to be named.



ENDLESS LANDS

